NO.1 For Pokémon!

The UK's best kids' videogames magazine!

Pokémon World™

ISSUE 89

My Pokémon Ranch

Magical happenings on the Wii ranch!

Platinum

Top tips for the new cards!

Pokémon Platinum Version

WIN!

A Wii, a PSP, toys and games galore!

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PARTY ON THE BRAIN?

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With over 40 minigames, MySims™ Party instantly transforms any get together into a blast!

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Wow – what a busy month we've had in the world of Pokémon! We've got a new book in the shops – with a free sampler for you with this issue – Pokémon Platinum is just around the corner and we've had lots of new artwork and pics from Nintendo and we've been playing a lot of My Pokémon Ranch! This Bumper Issue of Pokémon World also comes with some cool Pokémon stickers, a great Jeremy Strong book, sweets in the UK and a cool Dinosaur King poster – wow, we really spoil you. You're in the right place for everything Pokémon – enjoy the magazine!

MEW'S NEWS
4 Finally, Nintendo officially unveil the 493rd Pokémon – jump on over to page 4 to find out more!

OUR MAN IN JAPAN
8 A new section as 'Our Man in Japan' brings you all the Japanese goings on in the Pokémon world!

POKÉMON PLATINUM
12 It's nearly here – 22 May in the shops. We've got a hot three page feature, just for you!

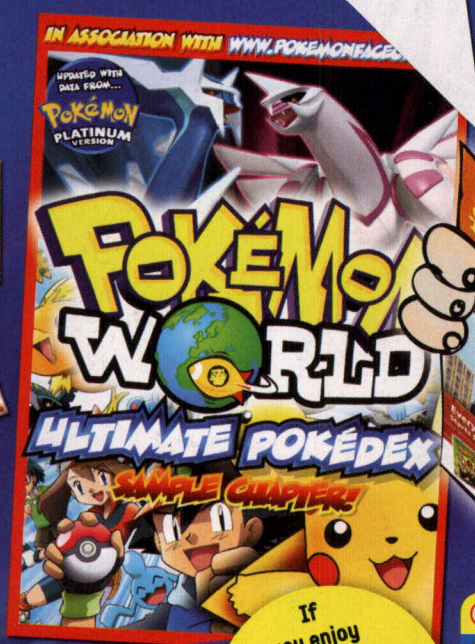
MY POKÉMON RANCH
23 Have you tried this cool WiiWare game? It's packed with cool features – and we've got pics!

BAKUGAN
32 See a great new range of Bakugan toys from SpinMaster – we investigate what's down the toy shop!

FAN FICTION
34 More brilliant Pokémon fiction created by you, our beloved readers – thanks!

POKÉDEX CARDS
38 Another 18 cool Pokémon cards for you to cut out, laminate and keep. You are doing that, aren't you, AREN'T YOU?

TRADING CARD GAME
42 It's all about the Platinum this month – and that goes for the Trading Card Game too! Lots of new cards to talk about.



If you enjoy your sample chapter – rush out and buy the full book – in shops now!

Peel 'em off and stick 'em on... anything you like! Our free *Pokémon Ranger* stickers!

Zip on over to page 12 to see lots of new pics for *Pokémon Platinum* – finally in English!

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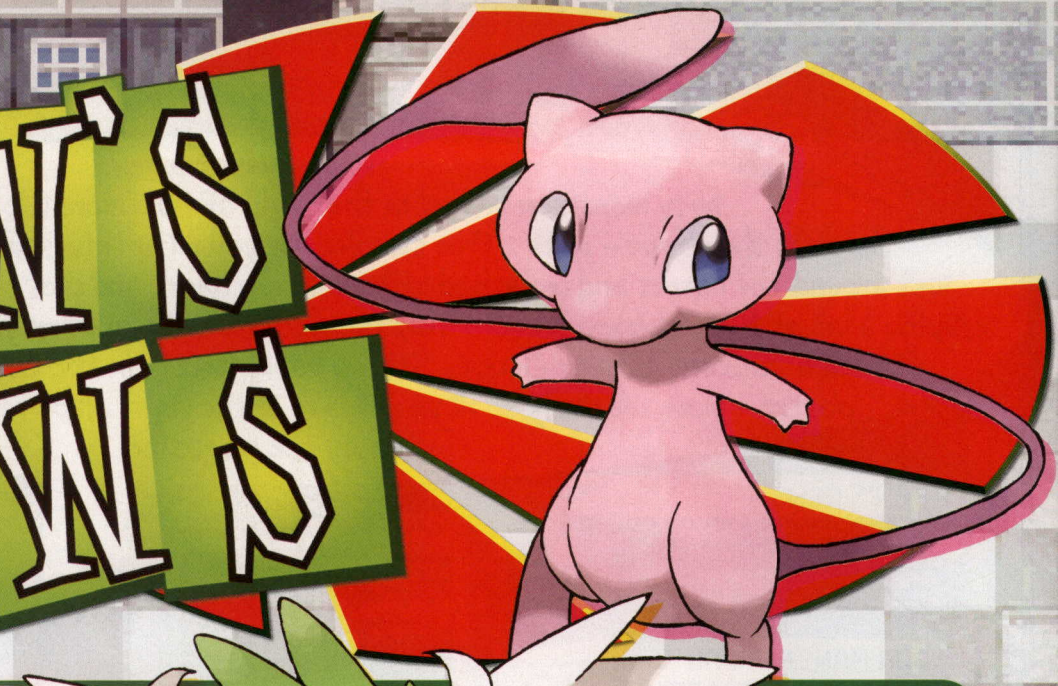
web: pokemon-world.co.uk

CONTACT US...

MEW'S NEWS



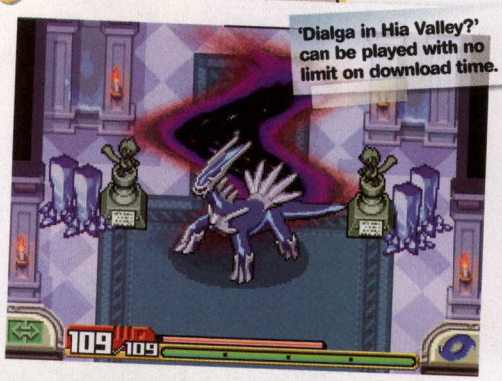
Pokémon Ranger: Shadows of Almia

OH NO! IT'S GONE!

Missed Your Extra Mission?

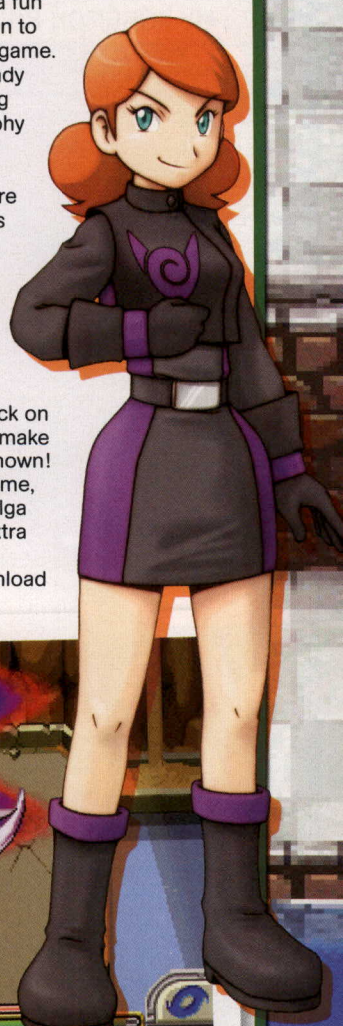
Time-restricted missions in Shadows of Almia – good idea or bad idea...

Are you a *Pokémon Ranger: Shadows of Almia* player? Have you managed to complete the main game already? Then you will have no doubt been excited to download an Extra Mission starring the cool new Pokémon Shaymin? Well, sadly this final mission was switched off yesterday (this issue goes on sale 1 April).

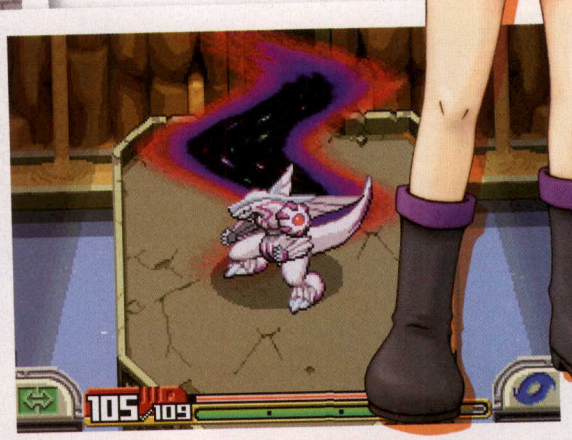


'Dialga in Hia Valley?' can be played with no limit on download time.

Here at Pokémon World, we feel that time-limited downloads are a bad idea. Players play games at different speeds and the 'For the Bride and Shaymin!' mission looked like a fun addition to this great game. There are already missions starring Riolu and Manaphy that have been switched off, too! If you are upset by this then please go to the official Nintendo website at www.nintendo.co.uk and click on 'contacts' to make your views known! In the meantime, there are Dialga and Palkia Extra Missions that have no download limit. ◎



Nintendo switched off the download of 'For the Bride and Shaymin' on 31 March. The mission sees a Shaymin running away from a wedding it was meant to attend.



◎ WEB ADDRESS

ms2.nintendo-europe.com/PokemonRanger2/enGB/special_missions/index.html

Just aired in the USA...

What are the Americans watching on their TVs?

Ash and his gang are heading for Hearthome but they stop off at Solaceon Town to catch up with Aoi and her family who are at the breeding center. Of course, there's soon trouble for Ash to get involved in – they discover a massive flying monster is tormenting the normally quiet town at night-time. What could it be? Can they stop it causing havoc? Are they scared? All these questions and more are answered in this new episode, called 'If The Scarf Fits, Wear It'!

Pokémon Platinum Version Character Profile

Boy Trainer

This is the boy Trainer from the new *Pokémon Platinum* game. Everyone who battles, trains, catches or cares for Pokémon is known as a Trainer. These Trainers often leave home around the age of ten, obtaining a starter Pokémon from a local Pokémon Professor. They then learn the art of collecting Pokémon. When two Trainers meet and make eye contact there is a golden rule that they must engage in battle!

GET YOURS NOW!

Be a Pokémon Videogame Champ!

Are you the best Pokémon player in the whole world? Well prove it...

They're playing it in Japan, they're playing it in America, and it's our turn on 22 May. Get going quick, though, as we are all invited to the 2009 Pokémon Video Game World Championships – the final is taking place in San Diego, California on 14 and 15 August. Everyone will be battling their Pokémon on the *Platinum* game and the winner will be lavished with all kinds of cool Pokémon prizes. Check out the official Pokémon website for more!

No. of Pokémon in the new Ultimate Pokédex: 493

Pokémon Video Game Championship Series

WEB ADDRESS
www.pokemon.com

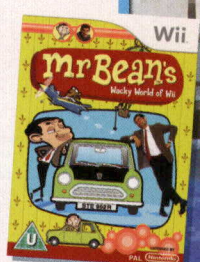
Win! With Mr Bean!

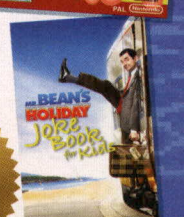
Grab yourself a bunch of Mr Bean prizes in our email compo...

Mr Bean's Wacky World of Wii is a brilliant new game from Blast!, and they're so proud of it they've given us two goody bags containing a copy of the game, a DVD, a teddy and a joke book, with a combined value of over £55! Runners up can win copies of the game.

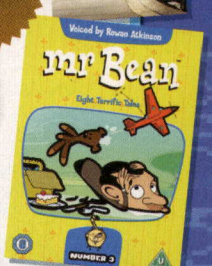
To win, just answer this question – What is the name of the rubber-faced comedian who played Mr Bean?

Email your answer to pokemonworld@imagine-publishing.co.uk no later than 30 April. A goody bag could be on its way to you before you know it!





FROM TV TO THE WII!



WEB ADDRESS
www.mrbean.co.uk

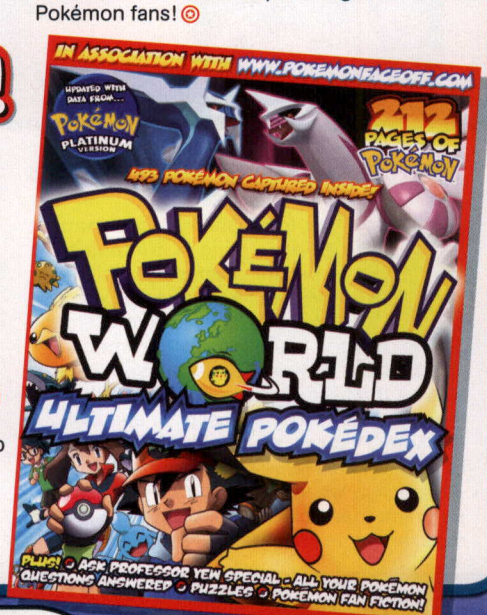
The Ultimate Pokédex!

A new book from the people who bring you Pokémon World every month...

It's been a labour of love... 493 Pokémon crammed into 212 pages of pure Pokémon goodness – all put together by us... Pokémon World!

You can find our Ultimate Pokédex in the shops right now, or you can pick up a copy from the Imagine Publishing eShop website www.imagineshop.co.uk

Each Pokémon has its base stats, Anime appearances, sprites and artwork and we have updated them with lots of shiny new info from *Pokémon Platinum*. The perfect gift for all Pokémon fans!


In association with www.pokemonfaceoff.com
Updated with data from... Pokémon Platinum Version
212 pages of Pokémon
493 Pokémon captured inside!
Pokémon World
Ultimate Pokédex
Plus! Ash Professor Yew Special – All your Pokémon questions answered Puzzles Pokémon fan fiction!

Competition Rules

1. All entries must be received by 30 April 2009 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related

Official Artwork for Arceus!

One of the most mysterious Pokémon finally gets official artwork...

Pokémon number 493 – Arceus – has always been a bit of a mystery, but with the announcement of the 12th Pokémon movie in Japan, official artwork of this beast has finally been unveiled. Read more about the movie over in our 'Our Man in Japan' news section on page eight.

Until February, neither Nintendo nor the Pokémon Company 'officially' recognised Arceus, but we've all known since the release of the *Diamond* and *Pearl* games that this is the final Pokémon in the Sinnoh Pokédex. Strangely they wouldn't 'officially' recognise Darkrai or Shaymin before Arceus, too! This Pokémon is known as 'The Original One' and it is said that it created the entire Pokémon universe. You can only catch Arceus with the Azure Flute, and it is a Pokémon that can be any type. See the stats below for a full explanation!

DESCRIPTION

It appeared from within an egg floating through the void and created the world as we know it.

TYPE	HEIGHT	WEIGHT	ABILITY	SPECIES
NORMAL	10' 06"	705.5 lbs	Multitype	Alpha Pokémon

EVOLUTION

Arceus DRAGON <Draco Plate>		Arceus ICE <Icicle Plate>	
Arceus DARK <Dread Plate>		Arceus BUG <Insect Plate>	
Arceus FIGHT <Fist Plate>		Arceus STEEL <Iron Plate>	
Arceus FIRE <Flame Plate>		Arceus GRASS <Meadow Plate>	
Arceus PSYCHC <Mind Plate>		Arceus ROCK <Stone Plate>	
Arceus FLYING <Sky Plate>		Arceus POISON <Toxic Plate>	
Arceus WATER <Splash Plate>		Arceus ELECTR <Zap Plate>	
Arceus GHOST <Spooky Plate>			

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
120	120	120	120	120	120

SPRITE

ANIME APPEARANCE

Coming Soon To A Bedroom Near You...

Puzzle Quest: Galactrix

Format DS • Publisher D3 Publisher
Game type Adventure • Release date Out now

Emerse yourself in the world of *Puzzle Quest*. This new game has a science-fiction setting and you must save humankind from a nasty alien race that has taken against a horrifying scientific accident! Plenty to explore and conquer here.

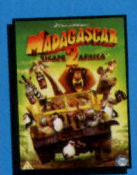
Final Fantasy Crystal Chronicles: Echoes Of Time

Format Wii • Publisher Square-Enix
Game type RPG • Release date Out now

This isn't just an update to the Final Fantasy universe, *Echoes of Time* is an innovative new concept in multiplayer gaming with Wii and DS players able to play side-by-side for the very first time. Take on some incredible monsters in this addictive fantasy world – excellent!

Madagascar: Escape 2 Africa

Format DVD • Studio Paramount
Rating PG • Release date 6 April

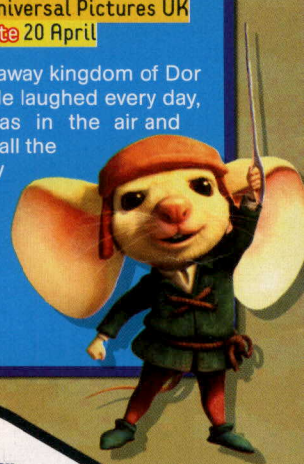


Join Alex, Marty, Melman, Gloria, King Julien, Maurice the penguins and the chimps as they all attempt to escape from Madagascar and get back to their New York home. Only, they crash land their homemade plane in Africa and discover... well their own kind!

The Tale Of Despereaux

Format DVD • Studio Universal Pictures UK
Rating U • Release date 20 April

In the faraway kingdom of Dor the people laughed every day, magic was in the air and they had all the soup they could eat! Until an accident left the King broken-hearted. All hope was lost, until Despereaux Tilling was born...



Down The Book Shop

We take a flick through the latest hot books from Puffin...

Cue For Treason

Geoffrey Trease

Fleeing from the evil Sir Philip Morton, Peter Brownrigg finds himself on the wrong side of the law. On the run to London he meets Kit and the two decide to stick together. But a chance discovery endangers their lives!

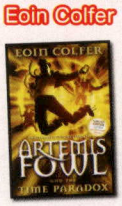
Demon Defenders: Classroom Demons

Jake Lancing

Alex, Inch, Cherry, House and Spit are a gang of five football-loving, mischief-making friends – who just happen to be angels. But the gang get into one scrape too many and are banished to Earth until they can learn to behave themselves properly. Stuck with a teacher who makes Professor Snape look like Mary Poppins, the gang's chances of returning to Heaven don't look good – especially when they discover a demonic plot right there in their classroom! Can they save the day – and themselves?

Artemis Fowl And The Time Paradox

Eoin Colfer



Teenage criminal mastermind Artemis Fowl has a new mission – and this time it's personal. Artemis's mother is dangerously ill, and the only way to find a cure is for Artemis – with Holly Short by his side – to go back in time to battle his younger, more evil self... This April you can pick up this new Artemis Fowl adventure in paperback for the first time. Highly recommended!

WEB ADDRESS
www.puffin.co.uk

Pokémon Challenge

LET BATTLE COMMENCE!

It seems we've really wound a few of you up with this challenge! Not only does it make your acceptance emails that more competitive but it ensures we get all irate, too. Both mean the final contest is full of a healthy dose of aggression!

We choose You!

How to challenge us...

1

You need a copy of *Pokémon Diamond* or *Pearl* – duh!

2

Email your details, your photo and your Friend Code to pokemonworld@imagine-publishing.co.uk with the subject line 'Challenge'.

3

If you get chosen, we'll get back to you with our details and a time for the battle/race.

4

No matter who wins (even in the unlikely event that it's you), we print the results in the magazine.

Fight!

After some defeats in our last few battles, we approach our war with Charlotte seriously. First, we ask Palkia to go forward and make us proud. Our opponent? Aggron, a Pokémon we admit we don't know a great deal about. Deciding to test its defence, we start with a basic slash – enough to reduce Aggron's health by a quarter. Time for the retaliation. In an odd move, the steel beast lashes out with its Iron Tail. Even though our physical condition is rocked, we see the opening in front of us and exploit it. The commanding Earth Power sends Aggron reeling. Realising there's no need to send out our MVP so early, we recall him and throw the, to be blunt, rubbish Skuntank into the pit. Once more our foe surprises us, this time with Magnezone, unleashing a Mirror Shot. Seeing the chance to inflict some serious pain over a few turns, we release a Poison Gas. However, the Mirror Shot has our targeting well off and we miss. Seizing the moment, Charlotte drops a completely unexpected Zap Cannon. Our Skuntank is no more. We go back to plan A! As Palkia wanders back onto the field, playtime is over. We lunge forward with a swing of our Aqua Tail, taking away a massive chunk of Magnezone's life. As revenge, a Discharge heads our way. Palkia takes it right on the chin and launches one of the most powerful moves in its arsenal: Aura Sphere. Goodnight Magnezone! Charlotte confuses us again by calling on Typhlosion. But all we receive is a Tackle… that misses! Coming to the conclusion that Typhlosion can't be that great, we pull out Palkia's signature move. No one gets up from a Spacial Rend and tonight is no different! Another challenger hits the dust and we are the champions – why not take us on?

the final word

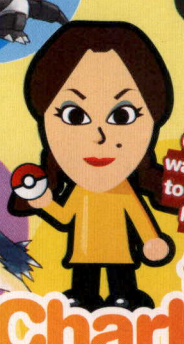
If you're an avid follower of the Pokémon Challenge, you should've noticed a huge change that has taken place. In the early days we got thrashed every month. Next, we had our victory run that will probably never be replicated. Now, though, nearly every match is a hard-fought feud. And remember, you're only an email away from challenging us!

team Simon

This month a new Pokémon World representative – here comes Super Simon!

team Charlotte

Her name was Charlotte Ford, but was she good enough to crush the might of Pokémon World?



Life in Japan

Some novel things about it...

1. Heated toilet seats
2. Beer vending machines
3. Rockabilly dancing troupes in the centre of Kyoto
4. Theme restaurants (fancy eating in a prison cell?)
5. Automatically opening taxi doors

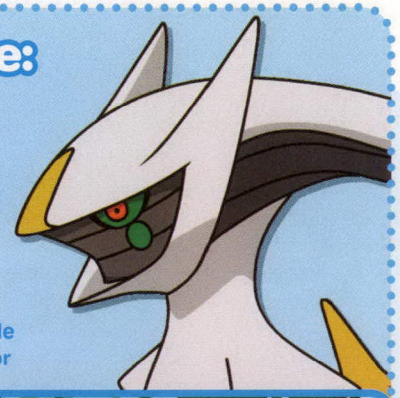
Would you like a pair of Pika-pants?

With the move of the Tokyo Pokémon Center to a larger building, a sleeping Pikachu now appears in the window of the original store. Tagged the 'Onemuri Pikachu', it has now been given an entire merchandising range all of its own. Mugs, pants, pyjamas, mouse mats, glasses – you can go sleeping Pokémon crazy! Really cute, eh?

頑張ろう!

12th Pokémon movie: Ltd Ed figures!

The Japanese movie website 'Takarajima' has posted this exciting collection of Pokémon figures based on the upcoming 12th Pokémon movie '*Arceus: To A Conquering Spacetime*'. These figures confirm that Zapdos appears in the movie along with the 493rd Pokémon, Arceus. Of course, why these figures are all green, we just can't say – perhaps they're made from some kind of seaweed and are edible... or perhaps not! Cool, though!

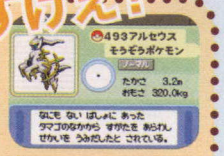


In Japan, the Pokémon movies are big news. They have queues outside the cinemas when they are released!

New Pokémon 151 T-shirts!

Fans in Japan have a great range of T-shirts for Pokémon-loving adults – Pokémon 151. It was thought that the T-shirts had stopped as the website had closed down, but no! There are new shirts out now starring Graveler and Tangela!

すげえ!



Arceus appearing in *Pokémon Platinum*.

不思議!

ゲーム天国だ!

From his secret base in Tokyo, our nifty ninja brings you all the latest Pokémon happenings from the Land of the Rising Sun!

Our man in Japan

任天堂で遊ぼう!

美味しい!

IMPORT THIS WAY UP

素晴らしい!

Mystery Dungeon: Explorers of the Sky... on DS

Mario & Luigi RPG 3!!!... on DS

Nintendo teams up with McDonald's and NTT

Nintendo of Japan's aim is to make the DS Lite as indispensable for Japanese citizens as the *keitai* (mobile phone), and to that end it has just signed contracts with NTT and McDonald's for location-specific DS content throughout Japan. NTT is Japan's national telecom company, and the deal between NCL and NTT involves kiosks at train stations, and on board trains, where DS Lites containing information such as local restaurant recommendations and weather forecasts can be freely accessed.

The deal Nintendo has signed with McDonald's is a bit different: if you visit McDonald's in Japan and you have your DS Lite with you (and you've got it turned on), new menu information will appear on the Lite's screen and you'll also receive special e-coupons for food and drink discounts. It's a bit ironic that Nintendo of Kyoto – a city with legislation in place to force McDonald's restaurants to drop their garish red facades in favour of a muted brown, so as not to clash with cultural treasures such as temples and shrines – is entering into such a partnership. But that's business for you.

PokéDriving Action!

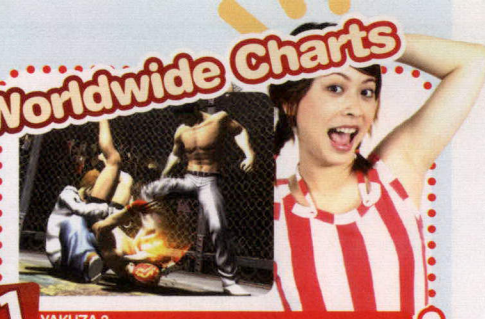
Wow... they take their merchandising of the Pocket Monsters brand (Pokémon to you and me) really seriously over in Japan. How would you like to add a cool Pokémon car to your collection? Based on Plusle, this car has a cute face and pluses on its cheeks! Just imagine the looks you would get if you took this beauty into town and cruised around!

Wiiリモコン頂戴

Wii rimokon choudai

Pass the Wii Remote

Worldwide Charts



JAPAN

1. YAKUZA 3 — Sega • PlayStation 3
2. DYNASTY WARRIORS STRIKEFORCE — Koei • PSP
3. MARIO & LUIGI RPG 3 — Nintendo • DS
4. ONE PIECE UNLIMITED CRUISE: EPISODE 2 - MEZAMERU YUUSHA — Namco Bandai • Wii
5. GAME CENTER CX: ARINO NO CHOUSENJOU 2 — Namco Bandai • DS
6. IDOLMASTER SP — Namco Bandai • PSP
7. SHOUNEN SUNDAY X SHOUNEN MAGAZINE NETTOU! DREAM NINE — Konami • DS
8. STAR OCEAN 4: THE LAST HOPE — Square-Enix • Xbox 360
9. WII FIT — Nintendo • Wii
10. MONSTER HUNTER PORTABLE 2ND G — Nintendo • Wii

UNITED STATES

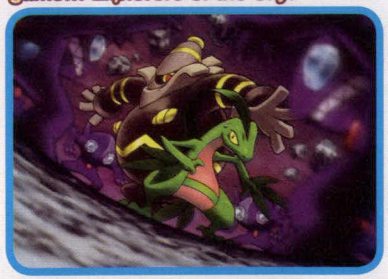
1. KILLZONE 2 — Sony • PlayStation 3
2. WII SPORTS — Nintendo • Wii
3. WII FIT — Nintendo • Wii
4. WII PLAY — Nintendo • Wii
5. STREET FIGHTER IV — Capcom • Xbox 360
6. MARIO KART WII — Nintendo • Wii
7. STAR OCEAN: THE LAST HOPE — Square-Enix • Xbox 360
8. STREET FIGHTER IV — Capcom • PlayStation 3
9. CALL OF DUTY: WORLD AT WAR — Activision • Xbox 360
10. LEFT 4 DEAD — Electronic Arts • Xbox 360

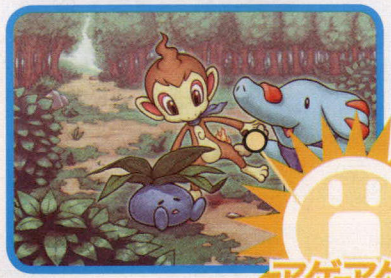
UNITED KINGDOM

1. KILLZONE 2 — Sony • PlayStation 3
2. HALO WARS — Microsoft • Xbox 360
3. STREET FIGHTER IV — Capcom • Xbox 360
4. WII FIT — Nintendo • Wii
5. PROFESSOR LAYTON AND THE CURIOUS VILLAGE — Nintendo • DS
6. SEGA MEGA DRIVE ULTIMATE COLLECTION — SEGA • Xbox 360
7. FIFA 09 — Electronic Arts • PlayStation 3
8. CALL OF DUTY: WORLD AT WAR — Activision • Xbox 360
9. BEN 10: ALIEN FORCE — D3 Publisher • Wii
10. MARIO KART WII — Nintendo • Wii

Get ready to explore...

Teaser time... new artwork for the third Pokémon Mystery Dungeon game... *Explorers of the Sky*.

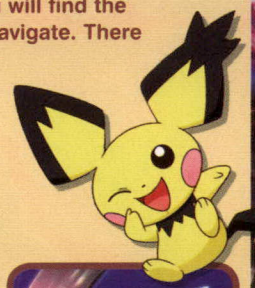




アゲアゲ!

Cool movie poster!

The official Japanese Pokémon movie website has been updated with lots of new information on the 12th Pokémon movie '*Arceus: To A Conquering Spacetime*'. Point your browser to www.pokemon-movie.jp and, although it's all in Japanese, you will find the website quite easy to navigate. There are three trailers in three sizes, the new poster, along with the two original ones and some artwork of brand new characters that appear in the movie.



めっさ美味しい!

Japanese News

POKÉCHAT

Pokémon World

PKMN.NET Bulbapedia Serebii.net Pokemon Elite 2000 Japanese Pokedex Pokémon Dia...émon Pearl

FROM THE FORUM...

Chowza says:
In a few Pokédex entries, it says Porygon is the first man-made Pokémon. Are there any others? Will there be any others? They interest me. Wh-oh, got that urge again.

halloweenghost says:
Isn't Castform manmade... I forget... and let's not forget Mewtwo was somewhat manmade using genetics and such.

101GumGoddess101 says:
I thought Mewtwo was first? Porygon was made digitally or something. Like in cyberspace.

FlyingTotodile says:
Was Unown possibly the first one, due to the ancient writing come alive? If not I think it goes like this...
Porygon was the first, then followed by Mewtwo, then followed by Porygon2, then Castform and finally PorygonZ. I think this is correct but there may be others I have overlooked.

101GumGoddess101 says:
Oh yeah, Porygon is first cuz Mewtwo is the 150th Pokémon right?

JOIN IN THE CHAT AT WWW.SEREBII.NET

On which day do monsters eat people?

Chewsday!

I really like your magazines and I think Pokémon are super cool. I watch them on TV and have my own DVD collection. I have got so much fab stuff! Matthew Clinton, age 9.

I thought you would like to see my fab Pokémon stadium that I made. It has areas for Water type, Rock type, Electric type, Grass, etc...

I play with all my Pokémon figures in it and have great fun. I LOVE POKÉMON! Jake Marsden-Hirst, age 6, Leeds.

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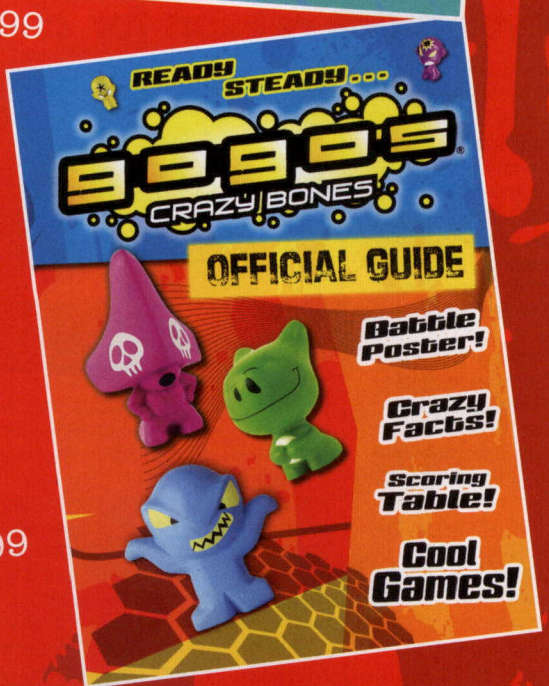

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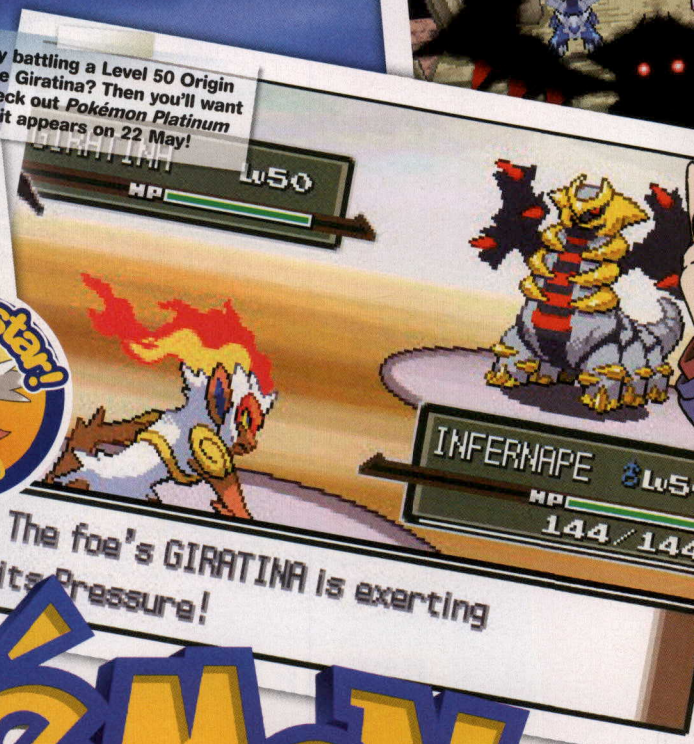
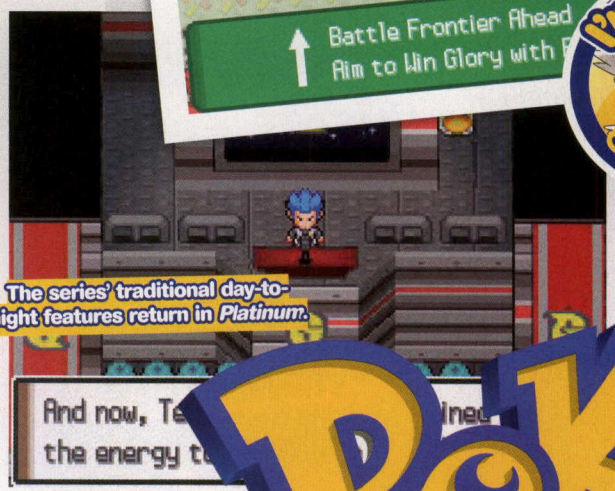


Fancy battling a Level 50 Origin Forme Giratina? Then you'll want to check out *Pokémon Platinum* when it appears on 22 May!



The series' traditional day-to-night features return in *Platinum*.

Pokémon Platinum Version™

Info

Publisher **Nintendo**
Developer **Game Freak**
Genre **Monster Collection**
Online **Yes**
Players **1-4**
Release **22 May**
Price **£29.99**

From *Diamond & Pearl* to *Platinum*, Pokémon lovers will soon have yet more reason for cheer!

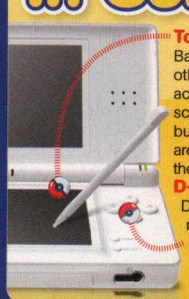
By now you must know how the pattern goes; a one-two of paired *Pokémon* releases and then, a bit later, a third, separate game to tie them all nicely together. And so it is that *Pokémon Platinum* completes the DS trinity of *Diamond*, *Pearl* and *Platinum* collect-'em-ups. Happily, though, there's a bit more to *Platinum* than the mere introduction of new Pokémon, and although some of the game's scenario is shared with *Diamond* and *Pearl*, this new version tells its own original story and takes players to fascinating new environments.

Still, the first thing we need to talk about is the line-up of new monsters and monster variations. The biggest news is pretty obvious, because it's staring at you from the cover of *Platinum*'s box – Giratina is back, but more fearsome than ever, and with a new flying-type Forme that makes it unaffected by ground-level attacks. There are also five completely new versions of Rotom in *Platinum*, each based on a different type of machine – Cut Rotom, for example, takes the shape of a lawnmower and is pretty dangerous with its Leaf Storm attack, while the new Wash Rotom Pokémon is modelled on a washing machine, of all things.

Plus, by transferring Shaymin across from *Diamond/Pearl*, it changes into its Sky Forme and gains a whole stack of new moves in the process. In fact, more than 60 *Platinum* monsters have had their attacking abilities altered, giving even veterans of *Diamond/Pearl* plenty to look out for. There are Pokémon unique to the wilds of *Platinum*, as well, but we won't spoil it for you. You get to see Giratina's new Forme in a place called The Torn World, a dark and mysterious area where you can defy gravity to walk on platforms that appear to be at 90 degrees to the ground. The Torn World is easily one of the most atmospheric destinations we've visited in a *Pokémon* game. Its moving platforms and warped environments give the adventure a real edge as you journey through it. And this isn't the only new area you can expect to visit: there are plenty of new destinations to find in *Platinum*. The DS trio of games' common locations around Twinleaf Town are also a bit different, as everything appears in a wintry setting where there's snow on the ground.

Unlike *Pokémon Ranger: Shadows Of Almia*, *Platinum* remains centred on old-fashioned control methods, with the d-pad and buttons taking care of

In Control



Touch screen
Battle commands and other options can be accessed via touch-screen or d-pad/buttons. Mini-games are only playable with the stylus.

D-pad/buttons
D-pad controls your movement. Buttons can be used to skip through dialogue and select options.

I'm a star! The rival

Pokémon World Comics!

TIME TO WALK THE WALK...

DOWN AT THE POKÉMON CENTER...

A LV. 5 CHIMCHAR?! YOU'RE NOT GOING TO WIN ANYTHING WITH THAT!

OUR HERO, IN THE SNAPPY RED HAT, BUMPS INTO ANOTHER BUDDING POKÉMON TRAINER AND STARTS TALKING THE TALK.

STOP EATING, EVERYBODY! WHO DARES TO CHALLENGE MY SHAYMIN?

THERE MUST BE SOME MORE WEAK TRAINERS AROUND HERE SOMEWHERE...

FOOLISHLY, HE TAKES A WALK THROUGH THE NEARBY MARSHLANDS AND FINDS THE UNEXPECTED WAITING FOR HIM!

YAWN!

IT'S EVENING AND OUR HERO IS TIRED FROM BATTLING. ALL HE NEEDS IS SOME REST...

A LV. 30 SHAYMIN?! YOU'RE NOT GOING TO OVERPOWER ME WITH THAT! MWAHAHA!

YOW!

I'm a star! Girl Trainer

The Torn World is linked to Sinnoh via Mt Coronet.

5 things we love about POKÉMON PLATINUM

1 New Pokémon
The new Rotom variations, in particular, are imaginatively drawn and full of character.

2 The Torn World
It's worth getting *Platinum* just to visit this fantastic new dimension.

3 The Pokétch
We're really glad to see the Pokétch return in an improved state. It's still just as useful a tool for organising your Pokémon training activity, but now easier to navigate as you can scroll both backwards and forwards.

4 The Battle Recorder
This new item is a handy tool for capturing video of your most impressive battles. Even online battles can be stored.

5 Agent Handsome
A charismatic and funny new character who wouldn't be out of place in a Pink Panther film.

most aspects of play in the main game. But it's not a complete stick in the mud – you do get to use the stylus in online mini-games and for features such as using the Pokétch PDA and signing the back of your Trainer Card, while the DS microphone can be used for online voice chat with Pokémon trainer friends. And although we find it much quicker and easier to navigate our way through battles and menus using the d-pad and buttons, you can use the stylus instead.

Overall *Platinum* boasts a nicely balanced setup – it's easy to play, so you never have to worry about complicated control systems, leaving you free to concentrate on the intriguing story and Pokémon collection. The frequency of random battles is one part of the game that hasn't changed, and it's probably for the best that Pokémon and other trainers are still so easy to stumble into – there's nothing better than seeing your monsters win battles, level-up and, eventually, evolve

Vs.

The Weather

Twinleaf Town in *Diamond* and *Pearl* was a warmer, sunnier place. *Platinum* makes it frostier.

Online Options

Platinum has every base covered, even managing to introduce mini-games while re-introducing *Emerald*'s Battle Frontier.

Graphics

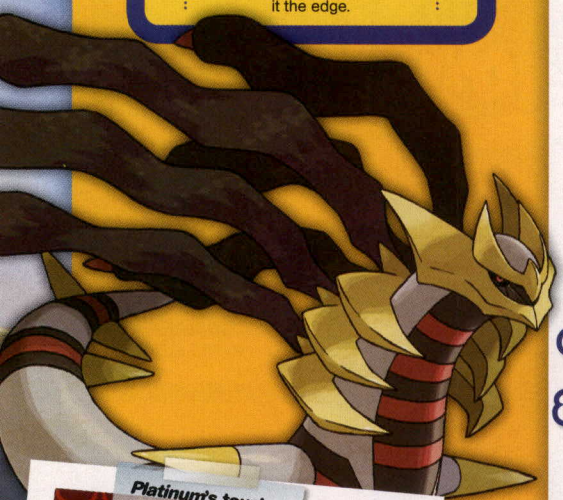
There isn't that much in it, but Platinum is definitely a bit prettier than *Diamond*/*Pearl*. New Pokémon animations also tip things in *Platinum*'s favour.

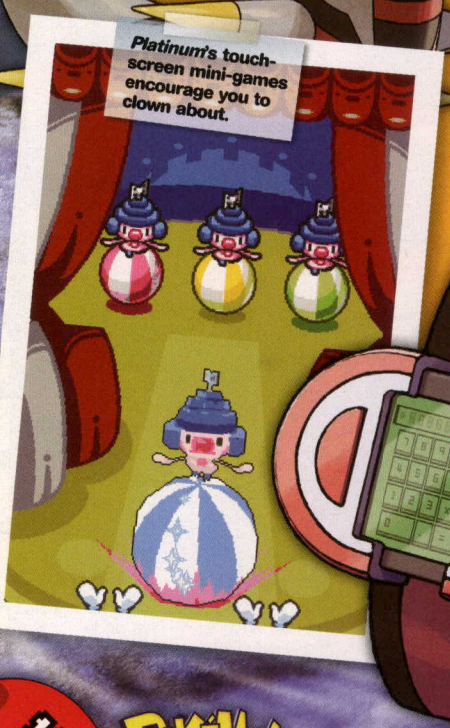
Mini-Games

If you've ever wanted to compete with other Pokémon players to find out who's the best at inflating a giant balloon using a touch-screen pump, only *Platinum* has your number.

Music

As with the visual side of things, not that much has been changed, but *Platinum*'s additional audio flourishes give it the edge.

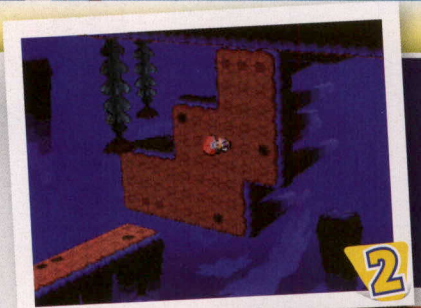




into more powerful Pokémon.

Offline, in the solo adventure, you can easily get a good 15+ hours of first-rate entertainment from *Platinum*. But it's via Wi-Fi that the game really comes alive – and online play also extends the game's lifespan quite significantly. The Battle Frontier from *Pokémon Emerald* returns to the mix, and there's now a Global Terminal that enables you to buy, sell and trade Pokémon with players from around the world; one of its best features lets you enter an email address and then receive updates pertinent to any Pokémon you're searching for or hoping to trade.

Thanks to this, you can be in touch with *Platinum* all day long if you like – even while you should be working or studying! Elsewhere, *Platinum*'s mini-games offer an entertaining break from the standard action and can be played against others over Wi-Fi. Best of all, they use the touch screen to good effect by challenging you, for example, to stay balanced on top of a beach ball as part of a circus performance (the player who does it longest is the winner).



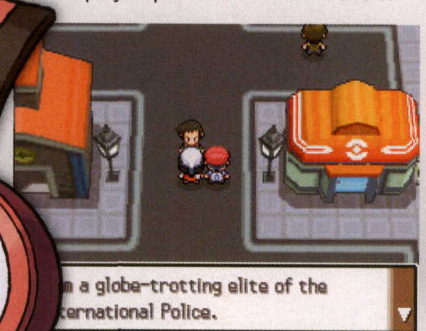
The Torn World

1. Other than the blueness of the place, things don't seem too odd when you first arrive in the vortex dimension of The Torn World…
2. But then the environment begins to shift and rotate, you find yourself walking along platforms almost upside down and, just when you think you're safe and have acclimatised…
3. *Platinum*'s cover Pokémon, the flying-type Giratina, appears in the mist to scare the life out of you. Welcome to The Torn World!

include virtually every style of play we can think of, from one-on-one battles and league matches in two-player, to doubles games and round robins in four-player mode. You can even mingle in groups of as many as 20 Pokémon trainers from around the world in the Wi-Fi Room, a festive setting where the mini-games can also be accessed.

"It's via Wi-Fi that the game really comes alive, and online play extends its lifespan"

Inevitably, the main things most people are interested in are the battles, as well as Pokémon catching and trading, and *Platinum* does nothing to mess that up. In fact, it expands on everything we saw in *Diamond* and *Pearl*… Battles look fresher, with improved Pokémon and Trainer animations and sprites, and the online side of play in particular is maximised to



Platinum is sort of a 'remake' of *Diamond* and *Pearl*, yes, but in the very best sense of the word. It builds on the basics of those games, expanding and improving key features, but it also tells a new story and takes you to new places within the same overworld of Sinnoh (and, in the case of The Torn World, even outside it). You'll also meet new characters and new Pokémon. In short, even if you've played *Diamond*/*Pearl* to the limits, *Platinum* has plenty of new things to offer. We heartily recommend it to everyone!

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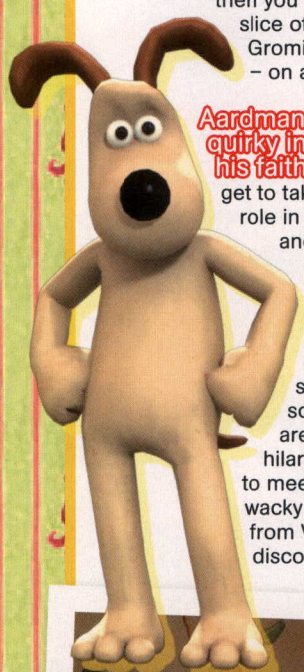
Wallace & Gromit's Grand Adventures

Format Xbox Live, PC • Price TBA
Publisher Telltale Games •
Game type Adventure
Release Episodes • Info Aardman on Live!

Britain's favourite one man and his dog duo get a fun new Xbox Live and PC download game!

Now here's something different – a game that you get to download bit by bit in episode format. Yes, that's right. You won't find *Wallace & Gromit's Grand Adventures* in any of the shops, but if you're lucky enough to have an Xbox 360 on Xbox Live, or a PC linked up to the internet, then you can have a slice of Wallace and Gromit for yourself – on a regular basis!



Aardman Animations' quirky inventor and his faithful dog both get to take the starring role in this 'point-and-click' type adventure, and an amazing attention to detail has gone into every second on screen. There are unique and hilarious characters to meet, brand new wacky inventions from Wallace to discover and lots of mind-boggling puzzles to solve as you enjoy the madcap cartoon antics.

In storylines coming direct from Aardman themselves, and Nick Park heavily involved, the duo take on a bunch of madcap business ventures, but it's not long before things go awry! You will find one new scenario in each episode, and the plan is to release episodes every month – four in all. Players will pay for the game by the episode, so you can try out one, and if you like it keep buying more!

EPISODES!
Four episodes are available. First comes Fright of the Bumblebees, then The Last Report, Muzzled! and The Bogey Man. Just imagine what they could all be about!

info

CONCEPTS...
In making this brilliant W&G game, Telltale Games worked closely with the concept artists from Aardman Animations. You can check out some of the sketches that were made at www.telltalegames.com. Cool!

This Sergeant Major is just one of the new characters on West Wallaby Street!

A cheeky squirrel and some toast – how puzzling!

Hang on Gromit, don't go pressing that button when there's a mallet poised to smash down!

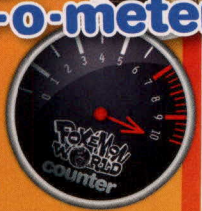
Just like one of Wallace and Gromit's movies though, there is a storyline that runs through all the episodes, so fans will want to see the game through to the end.

This game has lots of charm, and is welcoming for gamers of all ages. Story elements play, and then you are faced with a challenge and must point at objects to interact with them, and look around each location for clues on what to do next. The game has a slow pace, but the brilliant voice acting and hilarious stories will keep you plucking away at the puzzles for hours!

Whether on PC or Xbox, this game is essential playtime for everyone!

excite-o-meter

- Brand new W&G stories
- Excellent graphics
- Crazy inventions
- A bit slow-paced for some



Playing games one episode at a time is a very clever way of doing things, and this W&G adventure is top notch!

MySims Party

While you can of course play alone, the game is really made for friends to play together.

Shooting, rhythm games, races – so much to play!

Format Wii and DS • **Price** £19.99
Publisher EA • **Game type** Mini-games
Release Out now • **Info** Party time!

Taking MySims in a new direction comes this party game from EA...

Electronic Arts' Sims series for younger gamers has been a roaring success. Here at Pokémon World we still play and love *MySims Kingdom*! Well the boffins at EA are taking the games in a new direction with this new release, cramming 50 mini-games into the Wii version and 40 into the DS!

It's the ultimate party game for up to four players! You will get to test your wits, speed and skill, and you will meet a host of new MySims characters as you play, with each game introduced by someone new. Each victory will earn you bonuses that will improve your character – you can get faster, stronger or even luckier, making playing the same games over and over essential to getting the most out of *MySims Party*.

With 50 games to play, each one trying something new to tempt you, you are guaranteed to find something in this game that will appeal to you. You could try your hand at Stick the Trick, where you get to do some extreme snowboarding, or how about outrunning a robot in Robo Assault? Want some music fun? DJ Candy will test your dancing skills in Go Go Dancing. Games can be played at random, or you can decide to play games in a similar theme – food, music or sports, for example.

MYSIMS...

There are more MySims characters in this game than you could shake a stick at...

READY TO RACE?

Electronic Arts is also working on a brilliant new *MySims Racing* game for Wii! And we'll be having an exclusive inflatable car from the game as a gift in June!

If DS gaming is more your thing, then you can take *MySims Party* around with you! The games on the DS are different to the Wii – 40 of them in total.

Excavate-a-Saurus will have you digging up dinosaur bones, you can visit a scary house and do some ghost shooting in Haunted Mansion with a new MySim called Goth Boy and try some rocking on your Nintendo DS in Air-Guitar Star!

We think that all of the games are really top quality, unlike many of the mini-game compilations you can get for the DS and Wii these days, and with so many games packed in to both versions, you're not going to get bored in a hurry!

So if you'd like a party game when you have some friends around for some fun, then give *MySims Party* a try. It's a hoot!

Pokémon World excite-o-meter

- Wow! 50 games on Wii...
- ...and 40 on Nintendo DS
- Quality mini-games
- You'll need some friends!

It makes a refreshing change to play a bunch of mini-games that don't make you want to smash up your Wii!

DreamWorks MONSTERS VS ALIENS THE VIDEO GAME™

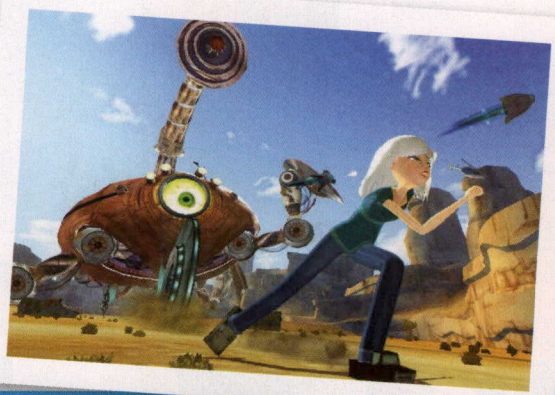
Format All • **Price** £19.99-£39.99
Publisher Activision • **Game type** Action
Release Out now • **Info** Run! Monsters!

Based on the new DreamWorks Animation 3D movie, and now games on all formats...

Jump straight into the latest blockbuster movie and become one of five misfit monsters as they try to save the planet!

There's The Missing Link, a tough half-ape creature, B.O.B., a jelly-like, indestructible thing, a 49', 11" tall woman named Susan, and the massive grub, Insectosaurus! Having different strengths and sizes, you must learn how to use these elements to your advantage as you play through each level. There are giant alien robots to fight and friends can jump in to the action as the world's most brilliant scientist, Dr Cockroach PhD in the cool Multiplayer mode.

Of course, you will find lots of movie locations to have fun in – the streets of San Francisco, Gallaxhar's huge mothership and the super-secret government containment area are all in here. If you enjoyed the movie, then give this a whirl!



Pokémon World excite-o-meter

- Hot movie action!
- Great in Co-op mode
- Visually a real treat
- Not particularly original gameplay

Movie tie-ins are what they are – fun for fans of the movie, but nothing amazing or original. *Monsters Vs Aliens* is fun though.

BLEACH ブリーチ DARK SOULS

Format DS • **Price** £29.99
Publisher Sega • **Game type** Fighting
Release Out now • **Info** From the anime!

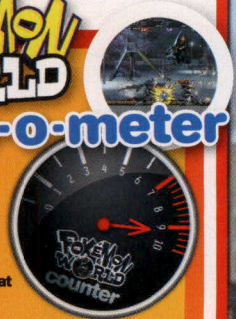
From the TV schedules of Cartoon Network comes a hot new DS release...

If you haven't seen *Bleach* for yourself, then you'll be interested to learn it's an animated show starring a 15-year-old boy called Ichigo Kurosaki. He crosses paths with the Soul Reaper and they fuse into one!

***Dark Souls* for the DS has its own exclusive storyline** that takes place between seasons one and two of the show. There's an expanded cast of characters, and they're all playable in a fast, multi-plane fighting game with some ace four-player Wi-Fi action.

Bleach combines traditional beat-'em-up characteristics with the ability to jump between two fighting planes, which keeps you and your enemies on your toes! You will need to collect power crystals to boost your spirit card powers as you progress. They show up on the bottom screen as the action takes place on the top. When you have built up enough power you can unleash some devastating moves! A great all-round fighter!

Pokémon World excite-o-meter



- Two planes of action
- Packed with characters
- Great special moves
- *Bleach* is not that well-known yet

You don't need to be a fan of the anime to enjoy this game – it's a top-notch beat-'em-up with some clever twists!

Also available this month...

Championship Paintball 2009

Format PS2, PS3, Wii, X360 • Price £29.99
Publisher Activision • Game type Sports
Release Out now • Info Ouch, that hurt!

Did you know that there's a National Professional Paintball League? Well there is, and they have given their name to this cool paintballing game from Activision, coming out on all major consoles. This is one slick game and anyone who loves their paintball is going to get a real kick out of it. There are multiple game modes, authentic tournament locations and field layouts from the best NPPL places. You will progress from rookie paintballer and perfect your skills to become a pro in the Career mode. If your console has online capabilities then you can even take on other players for intense, cut-throat action!

Drakensang

Format PC DVD-ROM • Price £29.99
Publisher Eidos • Game type Action
Release Out now • Info Adventurous!

Here's one for all those of you who like your gaming PC-flavoured sometimes – an intense tactical combat game based on The Dark Eye rule set. Drakensang is a massive, well established fantasy universe that offers you all kinds of locations and terrain to explore from the comfort of your PC. You will find more than 70 unique characters to communicate with, each driving on your own personal story in a new direction. The game boasts over 1,000 pages of background storyline written by the four The Dark Eye authors, all set around the important trading city of Ferdok. Swords, stealth, adventure, action – you will find it all in Drakensang. One for the older gamer, though.

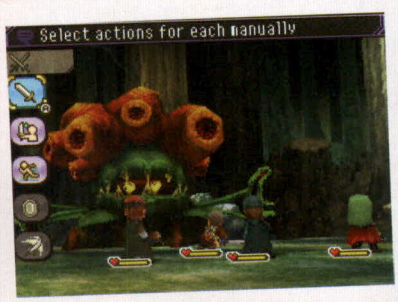
EA Sports Football Academy

Format Nintendo DS Price £19.99
Publisher Electronic Arts • Game type Sports
Release Out now • Info Learn the game!

Do you think you know a lot about football? Well, why not join the EA Sports Football Academy and test your knowledge on the world's most popular sport? This fun-packed interactive game tests your knowledge on all aspects of the game – on and off the pitch. There are action-packed mini-games that test your IQ as you play, then set questions based on your intelligence! Your skills on the pitch will be tested as you assemble and develop an Academy, picking and choosing from the best players and teams in Europe to create your dream team. Luiz Felipe Scolari is even in the game to help you!

Suikoden Tierkreis

Format Nintendo DS • Price £29.99
Publisher Konami • Game type RPG
Release Out now • Info More cartoon action!



This role-playing game puts you in the shoes of a member of a tightly knit security force as you attempt to complete a task to get rid of the land's fearsome creatures. Based in a very remote setting called Citro Village, *Suikoden Tierkreis* will thrust you into a story where you soon uncover some inexplicable goings on at the tower of the old ruins – a light is emitting from the tower and your destiny, and those of your comrades, is soon to change forever! You have to be a true fan of role-playing games to get the most out of modern DS adventures like this – they have many levels to dig through, complex battles and lots of story. Great fun, too!

Buzz! Brain of the UK

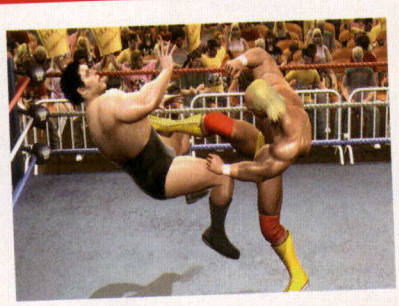
Format PlayStation3 • Price £24.99
Publisher Sony • Game type Quiz
Release Out now • Info Test your brains!

If you're lucky enough to own a PlayStation 3, and a Buzz! controller, then this new quiz will be the perfect test for you! There are more than 4,000 questions crammed into the game to separate the clever from the clueless!

You can team up with other Buzz! fans online for 'sofa vs sofa' quizzes and download extra quiz packs on any subject you desire once you have learned all the answers for the questions the game comes with. Not enough great features – well how about creating and sharing your own free quizzes with the MyBuzz! Community?

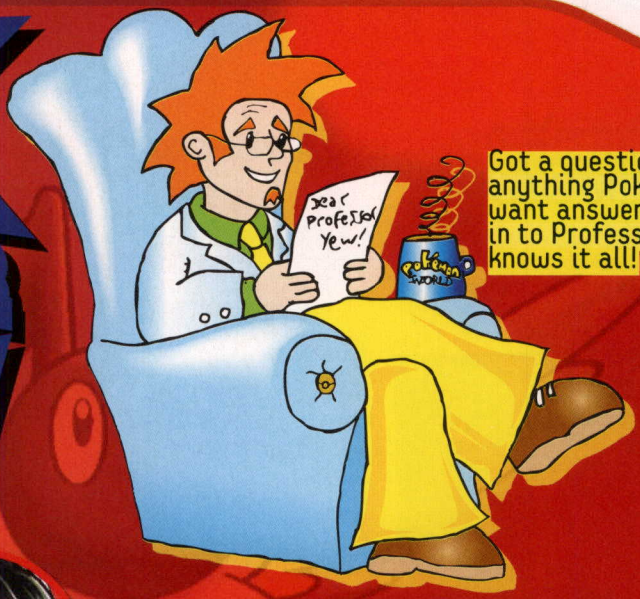
WWE Legends of WrestleMania

Format Xbox 360, PlayStation 3 • Price £44.99
Publisher THQ • Game type Sports
Release Out now • Info Sweaty men!



Now here's something that will make a change from all those role-playing games – a spot of wrestling! Some of the most colourful characters from the world of sport in the Eighties and Nineties came from the WWE and this new game tries to capture those great days with an impressive line-up of Legendary Superstars. The game has a new combo fighting system to grapple with, everything is presented in the over-the-top WWE style and at last you can settle those age-old scores and classic feuds with the likes of Hulk Hogan, André the Giant, The Rock and Stone Cold Steve Austin all starring in this ultimate WrestleMania!

ASK PROFESSOR YEW



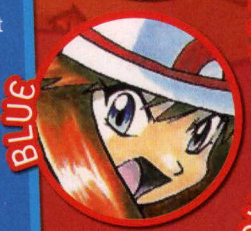
Got a question about anything Pokémon that you want answered? Well, write in to Professor Yew – he knows it all!

Manga Bios?

Q Dear Professor Yew,
I've recently been getting in to the Pokémon Manga comics. My main place to buy them is on Ebay. They can be expensive at around £12 per copy, but I just love the stories, and they make a refreshing change from the TV series. They also follow the games a lot more closely. My question for you is... can you tell me more about the main characters from the comics? Thanks.
From Rory Weybridge, age 14, Brighton

A ***I don't very often get questions about the Pokémon Manga, Rory. They have never really taken hold over here in England, which is a shame because they are really good. Here is a brief character bio for each of the main stars of the comic...***

Red
This chap is from Pallet Town and has worked his way up to the Champion of the Ninth Pokémon League. In the first Manga comics, he was the main character of the stories.



Blue
This girl from Pallet Town had a traumatic childhood. She was kidnapped by a Ho-Oh and taken to Johto, where she was held as one of the six Masked Children!

Gold
From New Bark Town, Gold has grown up surrounded by Pokémon and so has a close emotional bond with them. He was called 'Pokémon boy' at home!

Crystal
A Pokémon Capture Specialist from Violet City, Crystal (Crys to her friends) spent many of her early years training on Mt. Mortar. While training, she broke her arms to learn to battle with her legs!

Sapphire
This girl from Littleroot Town is the daughter of Professor Birch. She has a very special ability – she can tell a Pokémon's health by just smelling their poo. Yes, you read that right! Yuck!

Diamond
Coming from Twinleaf Town, Diamond was the winner of the Judges' Special Merit Prize in the New Generation Funny Grand Prix. He has fallen in love with Platinum!

Platinum
A beautiful girl from Sandgem Town, Platinum has set the boys' hearts racing! Her first name was kept secret for much of the story – she calls herself Lady Berlitz. She comes from a very wealthy family.

Green
He's a Viridian Gym Leader and the grandson of Professor Oak. Green's main objective has always been to be the rival to the hero, Red.

Yellow
A girl from Viridian City, Yellow de Viridian Grove (to give her full name) she is on a mission to find Red, and often disguises herself as a boy!

Silver
Just like Blue, this boy had a terrible childhood as one of the Six Masked Children. He was kidnapped at the age of two by the Mask Of Ice and trained under a hard regime.

Ruby
The son of Petalburg Gym Leader Norman and from Goldenrod City, Ruby has the skills to be a great Pokémon Trainer, but he dislikes the violence of battle and thinks it's barbaric.

Emerald
A chap from Hoenn, Emerald was the third official holder of a Pokédex in his home town. He doesn't have any Pokémon in it though – he loves Pokémon battles, but doesn't like the monsters themselves!

Pearl
Another Judges' Special Merit Prize winner, Pearl is often seen as the leader of the Sinnoh Pokédex holders. He comes from Twinleaf Town as well and has a tough nature.

Trading Card Starter

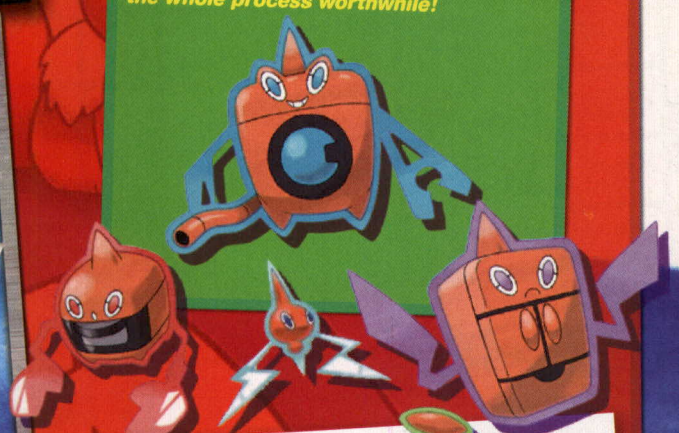
Q Dear Professor Yew
I would love to get into the Pokémon Trading Card game, but I just don't know where to start. Can you please give me some advice?
From Percy Handley, age 12, Chester

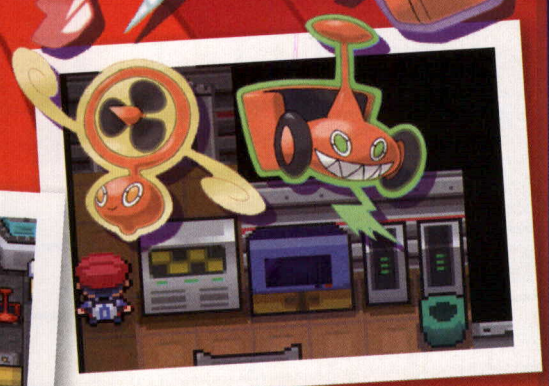
A *Mmmm, this is a tricky question, especially since Pokémon Organised Play changes the card sets allowed in the 'Modified Format' – the format they use for their tournaments each year in September. This means what you buy now may not be playable after September. But, even with that in mind, we think there is some very good news for you and other prospective Pokémon Trading Card Game players. The latest Platinum Set is great and it is making a big impact on the Pokémon Trading Card Game. So we would recommend that you start building your collection and decks using cards from the Platinum Set. Inside the Pokémon World magazine, Ditto's Hot Pick features a deck used by Karl Blake from the www.gamersguild.co.uk league that is almost exclusively Platinum Set-based. He used it to dominate January's big European event, the Benelux cup, with a 6-0 record; he was undefeated all day! The Platinum Set is so new it will continue to be playable after the September 2009 change to the Format and you could always buy a theme deck to help get you started quickly. Of the two Platinum Based Theme Decks we think the Giratina 'Rebellion' deck is the stronger. Lastly, find your local Pokémon TCG league or tournaments, the organisers and players will help you build up your collection and steer you in the right direction when it comes to deckbuilding.*

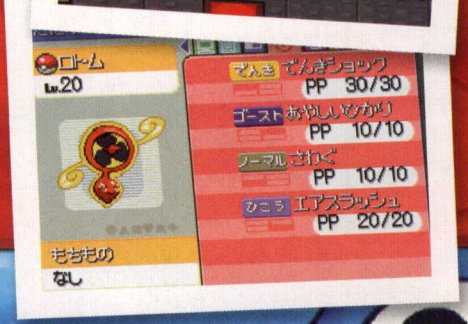
I've Got the Key!

Q Dear Professor Yew,
I've got *Pokémon Platinum* reserved on a preorder at my local Game shop and just can't wait to get stuck into it. I've been hearing a bit about the new Formes of Rotom (the world's worst-kept Pokémon secret), can you please tell me more about this strange Pokémon?
From Hannah Staines, age 13, via email

A *Hello Hannah, thanks for your email. Yes, Pokémon Platinum will be in our hands soon, complete with the new Formes of Rotom. Rotom is a unique Pokémon as it has these multiple Formes. You obtain them by receiving a Secret Key. Over in Japan the key was available via Wi-Fi between certain dates, so we're guessing Nintendo will do a similar thing over here. With the Secret Key in your possession you must head for the Eterna Galactic Hideout. Hopefully before this point you will have seen off Team Galactic. All you need to do is go to the area between the bookcase and the wall and use the Secret Key – an entirely new room will be unlocked. Inside there are five appliances – a toaster, a fan, a fridge, a washing machine and a lawnmower. With Rotom in your party you can select one of the items to have Rotom possess it, giving you the new Forme. Rotom will also get new attacks in each Forme, which makes the whole process worthwhile!*





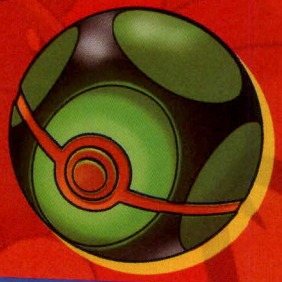


SEND IN YOUR QUESTION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Pokémon Type Chart

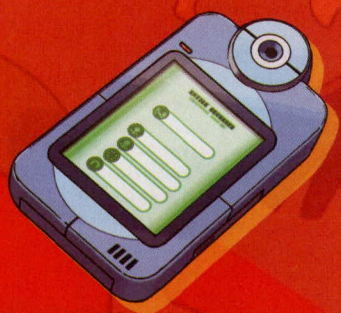
Want to take part in a bit of 'type trumping'? Well, here is the chart you will need to make the most of those monster types...



Put simply, Type Trumping is switching your Pokémon in battle to 'trump' the Pokémon type your opponent is using. If they bring out a Grass Pokémon, for example, you switch to a Fire Pokémon as these are strong against Grass. If they then switch to a Water Pokémon, get yourself an Electric Pokémon so that you have the advantage once again. This is why knowing all the Pokémon types is so important. Time to start swotting up! Here's a chart showing which types are stronger and weaker against others.

The key to the table is...

- Super Effective 2x damage
- Not Effective 1/2x damage
- Immune 0x damage



	BUG	DARK	DRAGON	ELECTR	FIGHT	FIRE	FLYING	GHOST	GRASS	GROUND	ICE	NORMAL	POISON	PSYCHC	ROCK	STEEL	WATER
BUG		○			●	●	●	●	○				●	○		●	
DARK		●			●			○						○		●	
DRAGON			○											○		●	
ELECTR			●	●			○		●	○						●	
FIGHT	●	○					●	○			○	○	●	●	○	○	
FIRE	○		●			●			○		○				●	○	●
FLYING	○			●	○				○						●	○	●
GHOST		●						○				○			●	●	
GRASS	●		●			●	●		●	○			●			●	
GROUND	●			○		○	○			●			●		○	●	○
ICE			○			●	○		○	○	●		●		○	○	
NORMAL							●									●	●
POISON							●	○	●				●			●	
PSYCHC		●			○									●		○	
ROCK	○				●	○	○			●			○	●		●	
STEEL				●		●				○						●	
WATER			●			○			●	○				○		●	●

My Pokémon Ranch

There's lots of Pokémon fun to be had in this WiiWare game – take a look at what we've discovered...

Life is never dull on *My Pokémon Ranch*. Every day a new toy will be dropped into the place for you to discover. The toy comes giftwrapped and new toys always replace old ones. The higher your ranch is ranked, the more toys you will get. You can open gifts by lifting the boxes and dropping them. Toys will make your Pokémon and Miis extra happy and allow them to exercise together.

PLAY GOD!

With a flick of the WiiRemote you can create natural disasters to make the lives of your Mii's and Pokémon difficult...

Earthquake
By holding the remote vertically then giving it a knock from the right to the left you can knock everyone over with a quake!

Explosion
Again, holding the remote vertically, give it a knock from the front towards the back. Any nearby Pokémon or Miis will be blasted away!

Tornado
This time hold the remote horizontally. Give it a blow from the left to start a tornado going! Pokémon and Miis will be sent flying around the sky causing chaos!

Trampoline
Keep the remote horizontal, only this time give it a knock from below, going up. All of the Pokémon and Miis on your ranch will jump up at the same time, as if on a giant trampoline!

Poképalette

Your Pokémon will play with the palette, then all the others will organise themselves and make a mosaic of the Pokémon with the toy – cool!

Snowman

A small snowman will attack with an icy blast if Pokémon attack it first!

Pokémic

This mic is great fun. If a Pokémon shouts into it, the sound comes out on your WiiRemote!

Surprise Ball

This red ball bursts with stars if you throw it at a Pokémon or a Mii.

Fountain

This fountain appears on the ranch and you can bathe your Pokémon in it one at a time.

Canon

You can fire your Pokémon over the fence using this comedy canon!

Balloons

Hand these multicoloured balloons to any Pokémon you don't like much and they will float away. Now they won't get on your nerves!

Banana Skin

These are fun – just pop one on the floor and wait around to see what happens!

Pendulum

If any Pokémon or Mii stands close to the pendulum they will become hypnotized and fall over!

Pendulum

Place these cushions on your Mii's head and they can then transport their Pokémon in comfort!

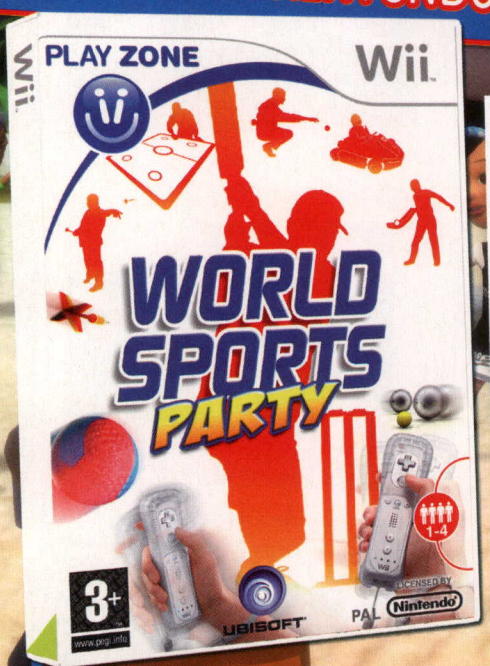
Camp Fire

Pokémon like nothing more than gathering around the camp fire. Listen carefully – they might just sing some songs!

WIN! WIN! WIN!

WORLD SPORTS PARTY

WIN! A NINTENDO WII AND WORLD SPORTS PARTY GAMES!



Let's get sporty with Ubisoft and a great Wii game...

Want to play some Beach Cricket, Go Karts, Disc Golf, Dodgeball, Volleyball, Mini-Golf, Beach Cricket or Darts on your Wii? Well, this is the game you need! We've got a Wii and copies to give away. Send your answer to pokemonworld@imagine-publishing.co.uk naming your email 'World Sports Party Compo', or pop a postcard in the post if you really must!

What year was Ubisoft's Rayman originally released?

A. 1985
B. 1995
C. 2005

Please get your entries in to us by 30 April. Good luck game fans!

Competition Rules
1. All entries must be received by 30 April 2009 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

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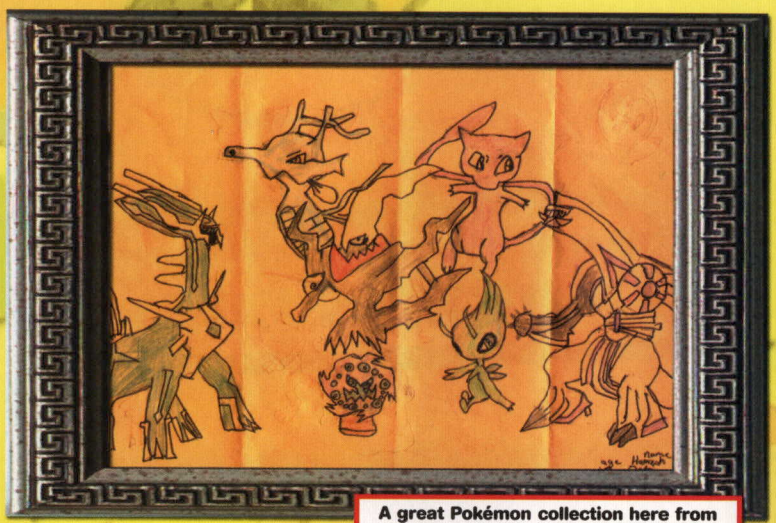
POKÉMON
WORLD

Pika-Pics

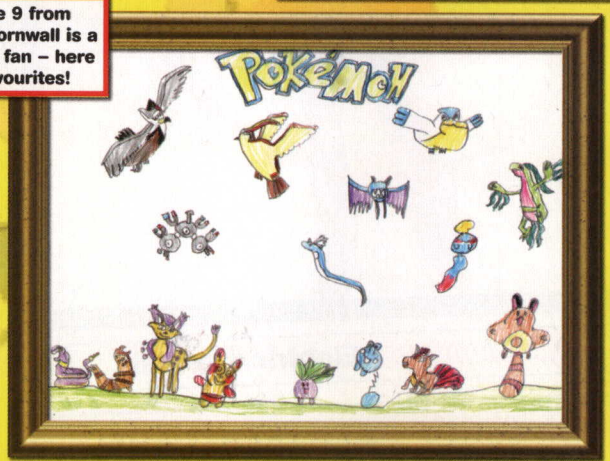
Take a look at some of the brilliant Pokémon pictures that have turned up in our postbag...



A great Pokémon collection here from Hamzah Qadri, age 10. Nice one!

Gabriel Blackett, age 9 from Sawley has sent in this great pic of Lucario.

Kelsey, age 9 from Padstow in Cornwall is a big Pokémon fan – here are the favourites!



Some great crayoning here from Annisa Benrahal, age 9, who lives in Glasgow.

Can you see which Pokémon is getting zapped by the lightning in this pic from Taidhg Rogers, age 10 from Co. Galway?

A brilliant picture of Aipom here from Natalie Fenn, age 11 from Burnley. Many thanks for sending this in, Natalie!

DESIGN A MONSTER!

More great monsters from you this month – thanks! Here's a look at some of the best that have plopped through the door...

Evolution: From Drailo

Drailakado LX

4

Pokémon type: Fire/Fighting/Flying

Special attacks: Rushing Flames, Solar Beam, Rage, Spike Blast

Brief Description: Drailakado lives on top of Fire Mountain. Every morning he goes flying off to get his breakfast!

Alistair Edmunds, Dereham

Evolution: From Riolu

Crandonlu

3

Pokémon type: Fighting/Steel/Flying

Special attacks: Aura Sphere, Flying Aura, Aura Blast

Brief Description: It will only evolve if you use an Earth Stone on it at night.

Jake Buter, age 10, Smethwick

Evolution: Unknown

Grassteron

2

Pokémon type: Grass/Water

Special attacks: Grass Blast, Water Beam, Fountain, Dazzle

Brief Description: Grassteron loves watering the plants in the field where it lives, but can become aggressive if agitated. Loves Poffin from its Trainer, but will spit it out with its Water Beam if it doesn't know them. Has been known to sneak away with people's belongings!

Pia Shillito, age 10, Exeter

MONSTER OF THE MONTH!

Evolution: From Ambipom with Plain Stone

Amblissipom

1

Pokémon type: Electric/Normal

Special attacks: Astonish, Hang High, Thunder

Brief Description: A plain stone can be found in most large caves. Amblissipom have small but strong hands on their ears that help them climb on trees easily.

Katie Vincent, age 9, Manchester

SEND IN YOUR CREATION...

If you've drawn a grisly monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Important
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.

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One day, cards began to fall from the sky and were picked up by kids all over the world. The cards featured different characters, different environments, and different powers. Kids created a popular battle game, not knowing that these cards actually corresponded to an alternate world called Vestroia. The cards were played everywhere, yet six kids stood out: Dan, Marucho, Runo, Shun, Julie and Alice. They named the monsters 'Bakugan®' and their elite team the 'Bakugan® Battle Brawlers™'.

Add spin to your shots!

Hand Launcher

Put a new spin on your game and launch your Bakugan® Battle Brawlers™ into victory! Perfect your strategic shooting skills with this hand launcher. Throw a curve shot, aim for distance or shoot at an angle and victory will be yours.

Bakurak™

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Store up to 15 Bakugan®!

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Boost your arsenal with extra Bakugan® and cards. New cool transformation styles and gameplay replicated from the hit show. These Boosters contain one Bakugan® Brawler™, one Metal Gate Card and one Ability Card.

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Take on any challenge, anywhere, with the Bakugan® pop-up arena. Folds away into a handy carry bag and pops open for battles!

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POKÉMON WORLD

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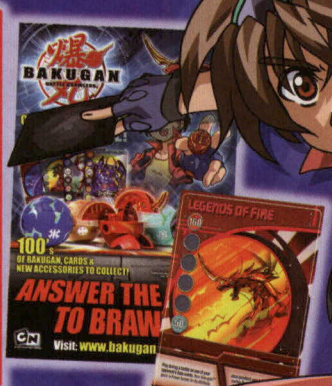
Easy to learn... a lifetime to master. Master your precision shooting skills by rolling your Bakugan onto the special Bakugan Gate Cards and transform it into a powerful Bakugan warrior! Includes three Bakugan Brawlers, three Metal Gate cards and three Ability Cards – everything you need to join in the action!

2.5 Bakugan® sold per second!*

CN CARTOON NETWORK



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POKÉMON WORLD

Lake of Rage

by Francesca Whelan, age 13

Night-time in the Forest. It's dark, but the tangled branches overhead let in just enough moonlight to see by. It's time for Gyarados's annual appearance at the Lake. Gyarados is a colossal, blue Water Pokémon. If he wanted to, I'm sure he could unleash unimaginable destruction. I wouldn't want him as an enemy. I'm glad that in the end, he's just another Forest Pokémon like us, because after all, we are supposed to protect each other.

I can't wait. It's always a special occasion for us Forest Pokémon. It's a time for meeting old friends and making new ones, for telling tales, for celebration of the Forest. In my anticipation I'm not being as careful as I should be. I trip over a tree root and fall headfirst into a pool of mud – and, from the stench of it, most likely something else, too.

"Uuurgh!"

I frantically shake my head to get rid of the stuff and am annoyed to hear amused cackling from above. Gastly again. He really gets on my nerves.

Twenty minutes later I reach the Lake. It's late and most of us are already here. I spot some friends... Vulpix, Nincada, Whismur. I rush over to greet them with my tail bounding after me, and in my excitement very nearly fall head over heels again. As I skid to a halt with my claws out ready to keep myself steady, I bump into Absol, our current leader.

"Be careful! Are you trying to skin me alive? Tonight is meant to be peaceful!" blurts Absol. Then he stalks off to prepare for the coming ceremony.

At first I am irritated – am I not allowed to enjoy myself? But as I calm down I guiltily realise that I probably could have been more careful with my claws. And the last thing he wants is a faceful of Skitty. Our conversations are interrupted as a Sentret alerts us to Gyarados' approach. A ripple of water distorts the moon's reflected image in the lake. Then nothing. What's gone wrong? Where is Gyarados?

Absol steps forward ready to begin the ceremony. We wait.

"We have assembled and are ready to meet you, Gyarados," he announces nervously. Still nothing. Then suddenly, faster than the swish of a tail, he emerges, twisting and thrashing, from the depths of the lake. A great wave of water sprays out and soaks the Pokémon nearest to him. A terrible roar erupts from his wide-open jaws. Why is he acting like this?

There is no time to wonder. Something has enraged Gyarados and we have to stop him before he destroys the entire forest. It seems obvious to me that we need to work together to find a solution, but not to everyone else. A state of panic has descended upon the Forest Pokémon. They are frantically trying to get away from the lake – but what good will that do them? If Gyarados isn't stopped he will destroy anything and everything in his way. If these Pokémon don't stay and help, the whole forest will feel his wrath.

Is there anyone who hasn't lost their sanity? Yes – Absol is courageously standing in front of the lake, attempting to calm the writhing Gyarados.

"Absol!" I screech, trying to reach him through the mass of desperate paws, talons and hooves. "We've got to get everyone organised! We can't do anything like this!"

"Don't distract me! This is our only hope!" But it won't work, and he knows it. Gyarados is quite obviously beyond restraint.

Is it down to me to save the forest? I retreat to the trees where I can keep an eye on Gyarados without being trampled, and something whispers in my ear.

"Help me."

I turn to see a dark shadow floating right in front of me. "Aaaahh!"

In the chaos no one can hear me. Before I can do anything else, it speaks to me again.

"They've all gone crazy. You're the only one who can help." It doesn't sound like a living creature talking – more like the wind blowing through long grass. And yet somehow, I recognise the voice.

"Gastly?"

"It's me."

"What're you doing?" I hiss. "Why weren't you at the celebration? And how did you turn yourself into that... that thing?"

"I'm a Ghost Pokémon. It's easy."

"Don't be stupid! Only the most powerful ghosts can..." Only then do I realise that Gastly must be far stronger than he's let anyone know.

"Skitty, please. I really need your help."

"Why?"

"I... tried to control Gyarados. I thought I could use him to gain power. But instead, I enraged him. I only escaped by changing my form like this. And now it's me he's after.

It takes a few moments for the words to sink in. I can't believe I'm hearing this! Gastly, the annoying little ghost, is some kind of megalomaniac! But then I remember that all of our lives are now at risk.

"Then all of this is your fault!"

"I never intended for this to happen."

"How can you say that? Because of you we could all die! Don't you feel responsible?"

"No. Why should I?"

This goes beyond megalomania. Gastly is... I don't know what he is, but while he lives in the forest, he's a danger to all of us. Although if this goes on much longer, I doubt there'll even be a forest. But if Gyarados is after Gastly, then does that mean that if he finds him he'll leave the rest of us alone? Could I condemn Gastly to death to save the others? My mind is made up. Gyarados will find Gastly eventually whether I help or not, and when it happens he'll have no chance of survival. Anyway, it's not like he cares whether we live or die.

"Follow me. There's a place past the lake where you can shelter."

"Are you insane? Gyarados will kill me if we go past the lake!"

"He won't be able to see you when you're like this."

"You're sure?"

"Positive."

Gastly has no reason to doubt that I am telling the truth. I've never lied to him before, or anyone come to think of it. How ironic that I'm now leading him to his doom. We set off at a quick walk towards the lake – a quick walk for me but a quick hover for him, I suppose.

"Skitty... This isn't gonna work..."

"It will as long as you keep up."

"Skitty..."

I look behind me to check that he's following. He's not there. It must be because of his strange, shadowy form that I can't see him in the moonlight.

"What happened, Skitty?" asks a familiar voice – Nincada. "Gyarados just disappeared back into the lake..."

I can't believe it happened so quickly. One moment Gastly was right behind me, and the next... I'd rather not think about it. I stare at the lake that is getting calmer by the second. The swirling waters are the only evidence that Gyarados was ever here, and soon they will be gone. The circular pattern of the whirlpools reminds me of Gastly and the fate that he suffered. Suddenly everyone bursts with questions.

"What did you do?" "What was that thing behind you?" "Why weren't you killed?" "How did..." The voices go on until I can't hear any individual question above the noise. Instead of saying anything, I look down into the water for one last time before heading home.

Some days it's tough being a Pokémon!

Pokémon Starring in this story...

Skitty
It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

Gyarados
Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage.

Gastly
A being that exists as a thin gas. It can topple an Indian elephant by enveloping the prey in two seconds.

Vulpix
When it is born, it has just one snow-white tail. The tail splits from its tip as it grows older.

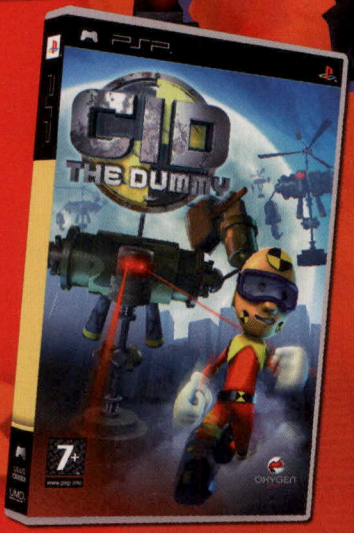
Nincada
Because it lived almost entirely underground, it is nearly blind. It uses its antennae instead.

Whismur
Its cries equal a jet plane in volume. It inhales through its ear canals. Because of this system, it can cry continually without having to catch its breath.

Absol
Every time Absol appears before people, it is followed by a disaster such as an earthquake or a tidal wave. As a result, it came to be known as the disaster Pokémon.

WIN! WIN! WIN!

WIN! A SHINY NEW SONY PSP AND COPIES OF CID THE DUMMY!



Don't be a dummy – grab a copy of CID for your console now...

A star is born and he's made to last. CID the Dummy makes his debut in Oxygen Games' all-new action platformer. This game is sure to grab you with its enjoyable, fun gameplay, featuring a totally original character with charisma and lots of moves. CID has many different fighting styles with which to battle enemies, from unarmed combat to weapons like the Bazooka that can freeze, hit and burn. The game is out on all major console formats, but we've got a shiny new Sony PSP to give away to you lucky readers, and copies of the game for runners up. Send your answer to pokemonworld@imagine-publishing.co.uk naming your email 'CID Compo', or pop a postcard in the post if you really have to!

What are crash test dummies used for?

A. Smashing up old shop dummies
B. Helmet sizing
C. Car safety

Please get your entries in to us by 30 April to be included in the draw. Winners will be drawn at random.

Competition Rules

1. All entries must be received by 30 April 2009 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

Infernape

National Pokédex No. 392

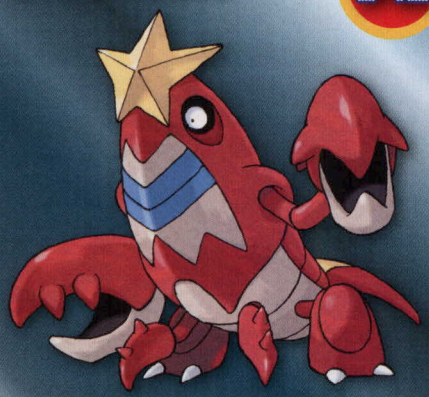
Type: FIRE FIGHT Classification: Flame Pokémon

Height: 3' 11" Weight: 121.0 lbs Ability: Blaze

Description: Its crown of fire is indicative of its fiery nature. It is beaten by none in terms of quickness.

Crawdaunt

National Pokédex No. 342



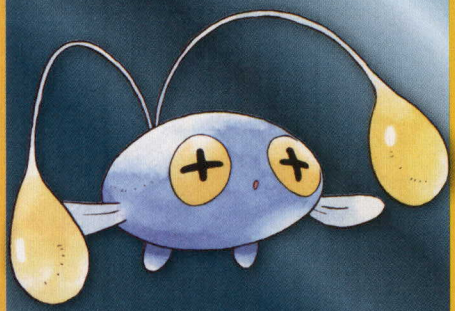
Type: WATER DARK Classification: Rogue Pokémon

Height: 3' 07" Weight: 72.3 lbs Ability: Hyper Cutter & Shell Armor

Description: It is a ruffian that uses its pincers to pick up and toss out other Pokémon from its pond.

Chinchou

National Pokédex No. 170



Type: WATER ELECTR Classification: Angler Pokémon

Height: 1' 08" Weight: 26.0 lbs Ability: Volt Absorb & Illuminate

Description: It discharges positive and negative electricity from its antenna tips to shock its foes.

Paras

National Pokédex No. 46

Type: BUG GRASS Classification: Mushroom Pokémon

Height: 1' 00" Weight: 11.9 lbs Ability: Effect Spore & Dry Skin

Description: Mushrooms named tochukaso grow on its back. They grow along with the host Paras.

Nuzleaf

National Pokédex No. 274

Type: GRASS DARK Classification: Wily Pokémon

Height: 3' 03" Weight: 61.7 lbs Ability: Chlorophyll & Early Bird

Description: The sound of its grass flute makes its listeners uneasy. It lives deep in forests.

Jolteon

National Pokédex No. 135

Type: ELECTR Classification: Lightning Pokémon

Height: 2' 07" Weight: 54.0 lbs Ability: Volt Absorb

Description: It controls 10,000-volt power and can raise all the fur on its body as if it were sharp needles.

Volbeat

National Pokédex No. 313

Type: BUG Classification: Firefly Pokémon

Height: 2' 04" Weight: 39.0 lbs Ability: Illuminate & Swarm

Description: It communicates with others by lighting up its rear at night. It loves Illumise's sweet aroma.

Combusken

National Pokédex No. 256

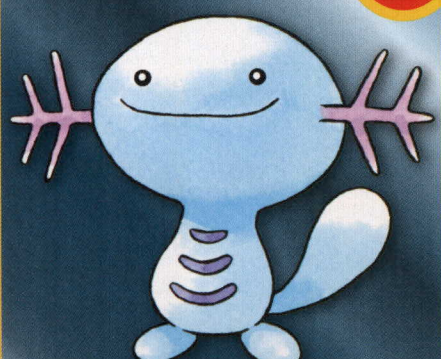
Type: FIRE FIGHT Classification: Young Fowl Pokémon

Height: 2' 11" Weight: 43.0 lbs Ability: Blaze

Description: Its kicking mastery lets it loose 10 kicks per second. It emits sharp cries to intimidate foes.

Wooper

National Pokédex No. 194



Type: WATER GROUND Classification: Water Fish Pokémon

Height: 1' 04" Weight: 18.7 lbs Ability: Damp & Water Absorb

Description: When the temperature cools in the evening, they emerge from water to seek food along the shore.

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 75 ATTACK 38 DEFENSE 38 SP. ATT 56 SP. DEF 56 SPEED 67

Anime: We first saw a Chinchou in the episode 'Takin' it on the Chinchou!'. They have appeared in various others since.

Location: An uncommon Pokémon. Try fishing around Route 220 to find one.

Evolution:
Basic > At Lv.27

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 63 ATTACK 120 DEFENSE 85 SP. ATT 90 SP. DEF 55 SPEED 55

Anime: Team Aqua had a Crawdaunt in the episode 'Stairway to Devon'.

Location: These are rare Pokémon. Try around Celestic Town using the Super Rod.

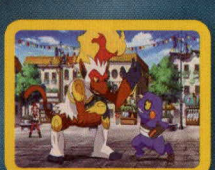
Evolution:
Basic > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 76 ATTACK 104 DEFENSE 71 SP. ATT 104 SP. DEF 71 SPEED 108

Anime: In the movie *The Rise Of Darkrai* you will see an Infernape battling with Brock's Croagunk.



Location: You need to evolve a Monferno to get an Infernape into your games.

Evolution:
Basic > At Lv.14 > At Lv.36

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 65 ATTACK 65 DEFENSE 60 SP. ATT 110 SP. DEF 95 SPEED 130

Anime: A guy called Sparky owned a Jolteon in the episode 'The Battling Eevee Brothers'.

Location: There are no Jolteon in any DS adventure game. You will need to evolve a Eevee to fill in your Pokédex.

Evolution:
Basic > Thunderstone

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 70 ATTACK 70 DEFENSE 40 SP. ATT 60 SP. DEF 40 SPEED 60

Anime: Check out the episode 'Turning Over a Nuzleaf', where you will see a Nuzleaf causing problems for Pikachu and a bunch of other Pokémon.

Location: You will need to use the dongle method to get this Pokémon. Try Routes 212 and 229, plugging in a copy of *Pokémon Ruby*.

Evolution:
Basic > At Lv.14 > Leaf Stone

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 35 ATTACK 70 DEFENSE 55 SP. ATT 45 SP. DEF 55 SPEED 25

Anime: Get yourself the episode 'Clefairy and the Moon Stone' if you want to see Paras' first ever appearance in the Pokémon cartoon series.

Location: This is a rare Pokémon. Take a look around the Great Marsh once you have got your National Pokédex.

Evolution:
Basic > At Lv.24

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 55 ATTACK 45 DEFENSE 45 SP. ATT 25 SP. DEF 25 SPEED 15

Anime: 'No Big Woop' is the episode to check out to see one of these Pokémon make their debut in the cartoon series.

Location: The Great Marsh or Route 212 are the places to look for these. They are a common Pokémon.

Evolution:
Basic > At Lv.37

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 60 ATTACK 85 DEFENSE 60 SP. ATT 85 SP. DEF 60 SPEED 55

Anime: In 'Having a Wailord of a Time' you will see a Nurse Joy who was keeping a Torchic for a girl who wanted to become a Trainer. The Pokémon evolved into a Combusken.

Location: Nope, no Combusken in the DS games. Try the Pal Park Field.

Evolution:
Basic > At Lv.16 > At Lv.36

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 65 ATTACK 73 DEFENSE 55 SP. ATT 47 SP. DEF 75 SPEED 85

Anime: The 'Pokémon Heroes' movie came with a Pikachu short special called 'Camp Pikachu'. This is where we first saw a Volbeat in the Pokémon Anime.

Location: Oddly, this Pokémon is Rare in *Diamond*, Common in *Pearl* and there are none in *Platinum*. In *Diamond* try around Route 229.

Evolution:
Does not evolve

Poliwhirl

National Pokédex No. 61

Type: WATER Classification: Tadpole Pokémon

Height: 3' 03" Weight: 44.1 lbs Ability: Water Absorb & Damp

Description: The spiral pattern on its belly subtly undulates. Staring at it gradually causes drowsiness.

Lickitung

National Pokédex No. 108

Type: NORMAL Classification: Licking Pokémon

Height: 3' 11" Weight: 144.4 lbs Ability: Own Tempo & Oblivious

Description: Instead of hands, it uses its tongue, which is twice its height. Its sticky saliva grips anything.

Farfetch'd

National Pokédex No. 83

Type: NORMAL FLYING Classification: Wild Duck Pokémon

Height: 2' 07" Weight: 33.1 lbs Ability: Keen Eye & Inner Focus

Description: It can't live without the stalk it holds. That's why it defends the stalk from attackers with its life.

Snubbull

National Pokédex No. 209

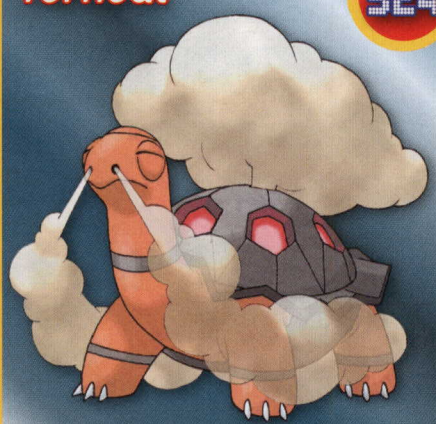
Type: NORMAL Classification: Fairy

Height: 2' 00" Weight: 17.2 lbs Ability: Intimidate & Run Away

Description: Small Pokémon flee from its scary face. It is, however, considered by women to be cute.

Torkoal

National Pokédex No. 324



Type: FIRE Classification: Coal Pokémon

Height: 1' 08" Weight: 177.2 lbs Ability: White Smoke

Description: It burns coal inside its shell for energy. It blows out black soot if it is endangered.

Teddiursa

National Pokédex No. 216

Type: NORMAL Classification: Little Bear Pokémon

Height: 2' 00" Weight: 19.4 lbs Ability: Pickup & Quick Feet

Description: It lets honey soak into its paws so it can lick them all the time. Every set of paws tastes unique.

Arceus

National Pokédex No. 493

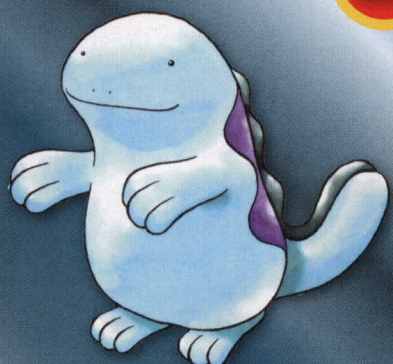
Type: NORMAL Classification: Alpha Pokémon

Height: 10' 06" Weight: 705.5 lbs Ability: Multitype

Description: It is described in mythology as the Pokémon that shaped the universe with its 1,000 arms.

Quagsire

National Pokédex No. 195



Type: WATER GROUND Classification: Water Fish Pokémon

Height: 4' 07" Weight: 165.3 lbs Ability: Damp & Water Absorb

Description: A dim-witted Pokémon. It doesn't care if it bumps its head into boats or rocks while swimming.

Giratina

National Pokédex No. 487

Type: GHOST DRAGON Classification: Renegade Pokémon

Height: 14' 09" Weight: 22.08 lbs Ability: Pressure & Levitate

Description: It was banished for its violence. It silently gazed upon the old world from The Torn World.

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 52 ATTACK 65 DEFENSE 55 SP. ATT 58 SP. DEF 62 SPEED 60

Anime: Keita owned a Farfetch'd in the episode 'So Near, Yet So Farfetch'd'.

Location: In *Diamond*, *Pearl* and *Platinum* these are swarm Pokémon. You need to try on Route 221.

Evolution:

Does not evolve

Farfetch'd

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 90 ATTACK 55 DEFENSE 75 SP. ATT 60 SP. DEF 75 SPEED 30

Anime: There is a Princess Festival Tournament in the episode 'Princess Versus Princess', where Jessie uses a Lickitung against Misty.

Location: These Pokémon swarm near Lake Valor. Or if you are playing *Pokémon Platinum*, try on Route 215.

Evolution:

Basic > Lv up knowing Rollout

Lickitung

Lickilicky

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 65 ATTACK 65 DEFENSE 65 SP. ATT 50 SP. DEF 50 SPEED 90

Anime: She caught it as a Poliwag, but in the episode 'The Totodile Duel', Misty had a Poliwhirl.

Location: Uncommon Pokémon, try looking around Routes 225, 227 and 228 and doing some fishing with the Super Rod or Surf.

Evolution:

Basic > At Lv.25

Water Stone

Trade holding King's Rock

Poliwag

Poliwhirl

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 60 ATTACK 80 DEFENSE 50 SP. ATT 50 SP. DEF 50 SPEED 40

Anime: The movie *Spell Of The Unown* sees a girl called Molly use an illusion of a Teddiursa to battle against Brock.

Location: You must use the dongle method to see this Pokémon. Using *Emerald*, try Route 211, Acuity Lakefront or on Lake Acuity itself.

Evolution:

Basic > At Lv.30

Teddiursa

Ursaring

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 70 ATTACK 85 DEFENSE 140 SP. ATT 85 SP. DEF 70 SPEED 20

Anime: The Leader of Lavaridge Town Gym, Flannery, had a Torkoal in the episode 'Poetry Commotion'.

Location: A rare Pokémon, try Route 227 or around the Stark Mountain using the PokéRadar.

Evolution:

Does not evolve

Torkoal

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 60 ATTACK 80 DEFENSE 50 SP. ATT 40 SP. DEF 40 SPEED 30

Anime: If you watch the short 'Pikachu's Vacation', you will find a Snubbull that is the leader of a gang fighting Pikachu.

Location: Route 209 is the place to look for one of these swarm Pokémon.

Evolution:

Basic > At Lv.23

Snubbull

Granbull

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 150 ATTACK 120 DEFENSE 100 SP. ATT 120 SP. DEF 100 SPEED 90

Anime: Of course, this Pokémon made its anime debut in the movie *Giratina and the Sky Warrior*, where it ambushed and dragged Dialga into the Torn World.

Location: There's only one Giratina in each game. You will find it in Turnback Cave in *Diamond* and *Pearl* and in the Torn World in *Pokémon Platinum*.

Evolution:

The Torn World > Pokémon World

Giratina – Origin Forme

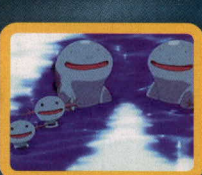
Giratina – Altered Forme

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 95 ATTACK 85 DEFENSE 85 SP. ATT 65 SP. DEF 65 SPEED 35

Anime: A Quagsire stole a GS Ball from Ash in the episode 'Once in a Blue Moon'. It was going to use it for a festival.



Location: Find this uncommon Pokémon around the Great Marsh or on Route 212.

Evolution:

Basic > At Lv.20

Wooper

Quagsire

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 120 ATTACK 120 DEFENSE 120 SP. ATT 120 SP. DEF 120 SPEED 120

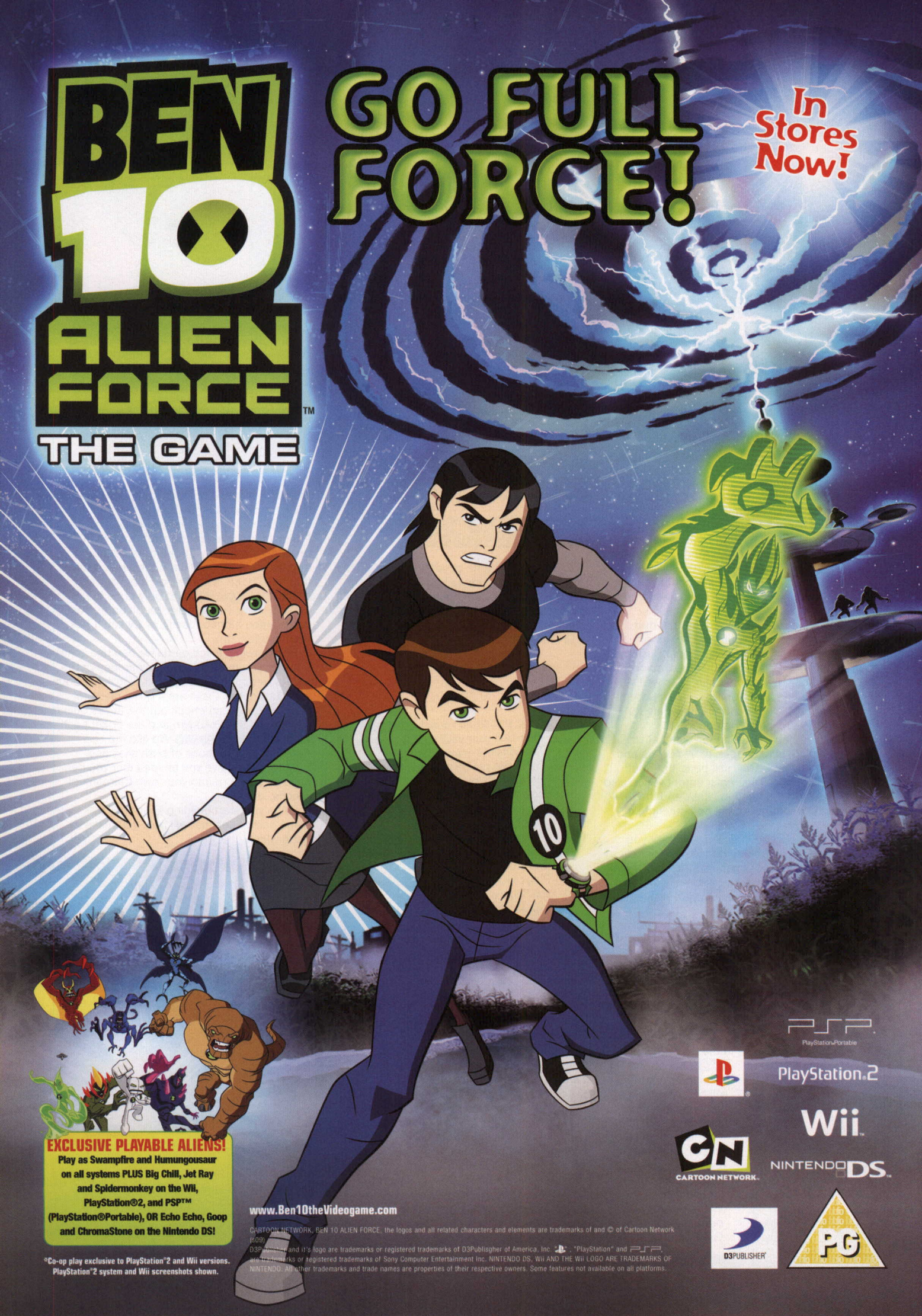
Anime: The 12th Pokémon movie will be called *Arceus: To a Conquering Spacetime*. It will be released in Japan in July 2009.

Location: There is only one Arceus in any DS adventure. You will find it at the Hall or Origin, and you will need the Azure Flute.

Evolution:

Can evolve to any type by holding Plates

Arceus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Pokémon TRADING CARD GAME

News Flash!

Pokémon Trading Card Game UK Nationals – venue and date change...

Circumstances beyond their control have forced Pokémon Organised Play to make last-minute venue and date changes to the plan for UK Nationals. Last issue we told you the venue was going to be The Lake View Conference Centre and that the date was set as the 30 May. We also told you that we recommended that you pre-registered to avoid being turned away from the event.

This issue we have to tell you that due to unforeseen circumstances, Pokémon Organised Play UK has pulled out of using the Lake View venue and that the date for UK Nationals has had to change as well. A new venue has been found, but as we went to press details on it and the new date for Nationals were still to be confirmed.

We have been asked to tell you that UK Nationals will still be open to all players and that the new venue will still be to the South West of London. This replacement venue also has excellent road and rail links and the new date, when confirmed, will be sometime in mid-to-late May.

We have also been asked to inform you that anyone planning to go to UK Nationals should contact UK Organised Play Managers D&A Games direct for more details and that all players will now be required to pre-register to get a place at the event.

If you do not pre-register and your name is not on the pre-registration list then you will not get in to Nationals 2009. So make sure you pre-register by contacting D&A Games via email at uknationals@dnagames.org.uk or by telephone on 01276 780192.

In the meantime you can keep up with the news on what is happening, with details on the new venue and other news on Pokémon Organised Play events in the UK at www.pokégym.net. The latest information will be posted on the forums in the International Section.

While we wait for these confirmations, how about some help to get yourself ready for UK Nationals? We have produced our Seven-Step Guide here.

The Seven-Step Guide to Having Fun at Nationals

Follow these easy steps to a fun and challenging time...

It is that time of year again when the Players, Judges and Organisers of the Pokémon Trading Card Game start preparing themselves for the biggest UK Pokémon TCG event of the year – UK Nationals.

THE Pokémon World GUIDE TO PTCG NATIONALS 2009

1. Build a Modified Format Legal Deck
2. Play-test your deck at TCG Leagues, Tournaments and with friends
3. Check out the UK and Worldwide Metagame – great fun!
4. Do a deck list before you get there
5. Get details on the venue, maps, directions, phone numbers
6. Prepare your bag with your deck, counters, dice, coins, pens, food and drink
7. Play to have FUN – always remember the Spirit of the Game™

So what does the guide tell us to do first, not forgetting that before step one you should contact D&A Games and pre-register to book your place?

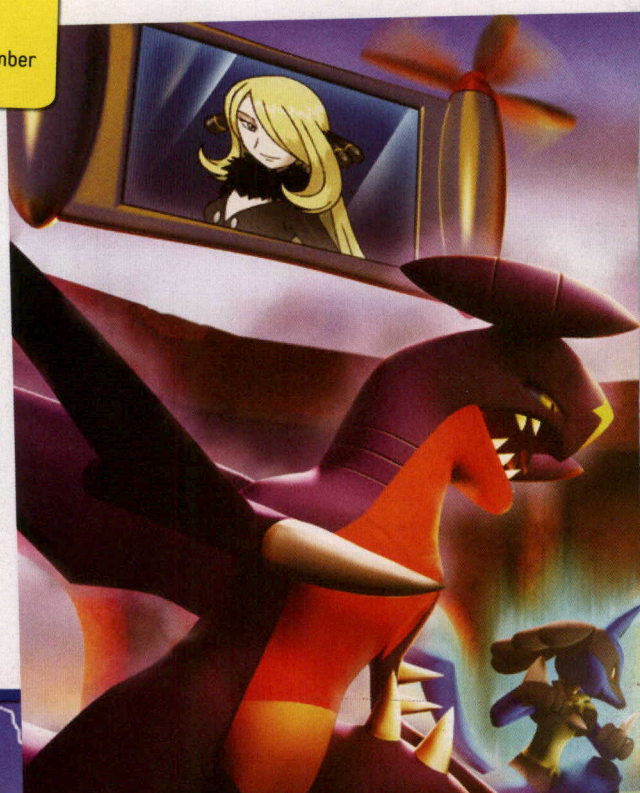
Step 1 – Build a Modified Format Legal deck

Now just what do we mean by that? Well, when we say a Modified Legal Deck we mean one that is comprised of cards from the Diamond & Pearl sets onwards, including any reprints from previous sets. This is the current Modified Format, and it changes every year in September, when sets are rotated out of the format and each time a new set is released the format changes, too. Any new set is automatically added to the Modified Format on the official release date.

Now, it may seem like a tough job, keeping track of all the changes to the format, but luckily for us the great people at the Pokégym do most of the work for us. They produce a regularly updated list of the modified format cards and the older cards that have been reprinted on their website at www.pokégym.net. Not only does their 'Researching Tower' have Modified Format cards listed alphabetically, or by set, it has card images, too.

But knowing which cards we can use is not enough, you need to have a clear idea of the sort of deck you want to build. Ditto's previous and current Hot Picks are a good place to start, plus you can check out the decks online at sites like the Pokégym and the Pokébeach pokebeach.com/forums. We like the deck-building sections of both sites and they can often give you an idea that you can build on and turn into your own tournament winning deck.

Once you start building your deck there are some basic rules that will help you make a better deck.



CURRENT MODIFIED FORMAT

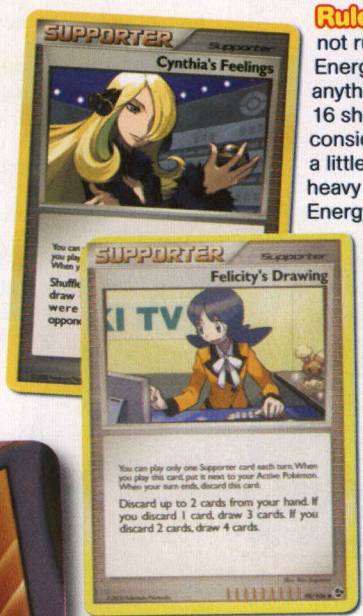
- Diamond & Pearl
- Mysterious Treasures
- Secret Wonders
- Great Encounters
- Majestic Dawn
- Legends Awakened
- Stormfront
- Platinum
- Diamond & Pearl Trainer Kit
- POP Play Pack 6
- POP Play Pack 7
- POP Play Pack 8
- Black Star Promo Cards DP01 onwards

Rule 1 Decide on your deck strategy and aim, how it will win the game and what Pokémon, Trainer, Supporter, Stadium and Energy cards will help you achieve that aim.

Rule 2 Where a card is an important part of the strategy and aim of your deck, use more than one copy of it. That said, single 'Tech' cards can be useful but they are not the mainstay of any deck and they will not win your game, so if a card is key to your deck winning, play multiple copies of it. Just remember to limit yourself to a max of four copies of any one card other than Basic Energy cards, and remember too that a Level X Pokémon is the same as the one it 'Levels Up' from, so a Magmortar LV.X and three Magmortar Cards would count as four cards called Magmortar.

SUPPORTER
Roseanne's Research
Search your deck for up to 2 in any combination of Basic Pokémon and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.
SUPPORTER
Bebe's Search
Choose a card from your hand and put it on top of your deck. Search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward. (If this is the only card in your hand, you can't play this card.)

Rule 3 Have at least eight Basic Pokémon in your deck. You want to have a Basic Pokémon in your starting hand if possible, to avoid giving your opponent extra cards if you don't.


SUPPORTER
Cynthia's Feelings
SUPPORTER
Felicity's Drawing
Discard up to 2 cards from your hand. If you discard 1 card, draw 3 cards. If you discard 2 cards, draw 4 cards.

Rule 4 Do not run over 20 Energy cards, anything over 16 should be considered a little heavy on Energy; some decks need that extra energy but most do not. So be careful not to load your deck with energy, instead look for Trainers and Supporters that can find energy for you.

Rule 5 Trainers win you games by making sure you have the right Pokémon at the right time with the right Energy cards attached. We do not consider 20 or more trainers to be excessive; load your deck with useful trainers and your deck will play better.

Rule 6 Drawing cards wins you the game – make sure that on top of any search cards like Roseanne's Research and Bebe's Search you have other draw cards like Cynthia's Feelings, Felicity's Drawing and, of course, Pokémon that help you draw cards like Claydol and Uxie.

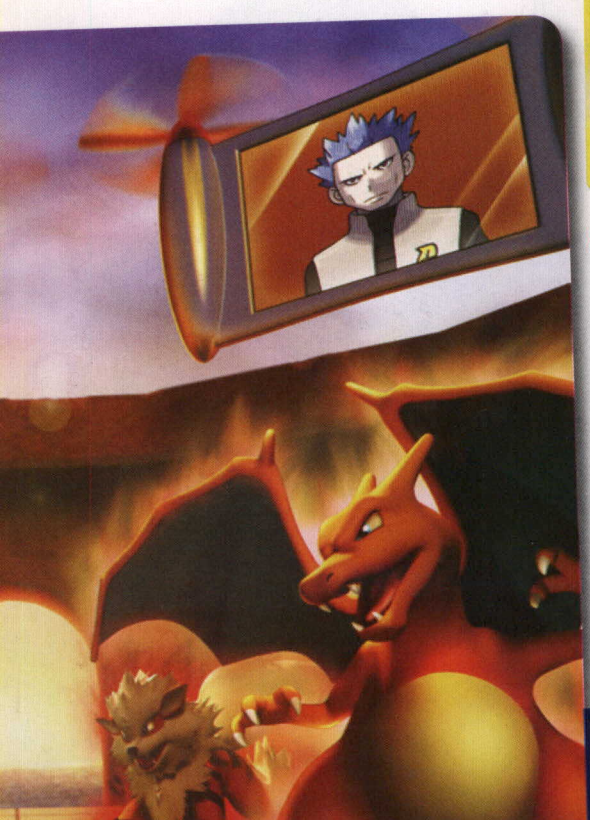
SUPPORTER
Team Galactic's Wager
TRAINER
Rare Candy
Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

Rule 7 If you are playing Stage One and Stage Two Evolutions, consider playing Rare Candy. Where you are playing with Stage Two Pokémon, we would definitely recommend you play with at least three if not four Rare Candy as a matter of course.

Rule 8 Know your deck, learn how the cards in your deck work on their own and when used in combination. Look for cards with 'Synergy' that work well together and keep playing your deck until you know it inside out. This is achieved in step two of our Guide to PTCG Nationals where you play-test your deck.

Step 2 – Play-testing

There is no better place to do this than your local Pokémon TCG League. Help is on hand from the League Leaders and players there. You can find help with deck building and with finding, trading and buying the cards you need. You will pick up gameplay and deck-building hints and tips, as well as having fun and earning POP Packs and Promo Badges. To find a league close to you, check out the up-to-date list of UK leagues by going to the league locator at www.op.pokemon-tcg.com/league/locator.



THE PRINCIPLES OF THE 'SPIRIT OF THE GAME'™

Fun The Pokémon TCG is a game, and games are meant to be fun for all parties involved. When a game ceases to be fun, players find other things to do.

Fairness Games cease to be fun when players break the rules to achieve victory. A player should prefer to lose a game than to win by cheating.

Honesty Players of any game should strive to act honestly while playing that game. If a player inadvertently breaks a rule during a game and becomes aware of the error before his or her opponent or a judge, that player should make the opponent and the judge aware of the misplay.

Respect Players, spectators, and staff should be treated with the same respect that players would expect for themselves. Distracting an opponent or a judge to gain advantage shows disrespect to everyone involved in a Pokémon TCG event.

Sportsmanship Winning or losing with grace is vital to the enjoyment of a game. The desire to continue playing a game can be soured by players that berate their opponents after winning or losing a match.

Learning Players should strive to help each other increase their Pokémon TCG play skills. It is not a player's responsibility to make his or her opponent's plays for that opponent. However, discussing strategies, offering deck tips, or constructively critiquing gameplay decisions after the match has been completed helps both participants to become better players.

Once you have refined your deck through play-testing at a League, it is time to move on to step three.

Step 3 – Check the Metagame

This means finding out about the decks that are dominant in your Local and National area. You will need to attend Leagues, go to Local Tournaments and to Battle Roads, Cities and State Championships. Look at what is being played and think about ways to combat the winning decks.

For the Worldwide Metagame check the Pokégym and the Pokébeach websites and look out for the decks that won in the tournament report sections, then check out the deck-building sections to try to get an idea of what is in a winning deck, and more importantly look for hints and tips on how to play them.

Step 4 – Create Your Decklist

So you have honed your deck in battle, added tech twists to beat the Metagame and play-tested until you can play-test no more. What's next? Well, finally, when your deck is ready it is time to make the deck list. We have printed deck lists for you to use in past issues and we will do so again in future ones. But you may want to use the handy deck list builder at www.pokegym.net/decklist/pokemon.htm; it is a brilliant up-to-date resource and can help you present a very clear and legible deck list.

Step 5 – Venue Details

Once your deck list is done, the next step is to familiarise yourself with the venue. Now, we were going to give you full details on it in this issue, but due to the last-minute change from Thorpe Park to a yet-to-be-disclosed venue we can't. As we said earlier, check the Pokégym for announcements or contact D&A Games direct and when you pre-register they will confirm the venue and give you any other details you may need.

Step 6 – Get Yourself Ready

Prepare your bag with everything you will need on the day. Put in your deck, damage counters or dice, coins for flipping, some food and, of course, something to drink. We generally take some easy-to-pack, healthy snacks to eat at events. It is important to keep yourself hydrated by drinking water, so take a large bottle with you. Avoid stodgy food that will slow you down and make you feel sleepy and avoid high-sugar-content sweets. They may affect your ability to concentrate and you want to stay alert and in fighting-fit condition if you are to get the most out of your day at UK Nationals.

Step 7 – Have Some Fun!

This is the one we think is most important, having fun! The Pokémon Trading Card Game should be about the fun you get from playing the game, collecting the cards and trading with other players and collectors. UK Nationals will give you an excellent chance to trade for hard-to-get cards and to play the game with a large number of players from across the UK.

Remember too that Pokémon Organised Play has a set of 'Core Values' covering the way we should all approach the Pokémon Trading Card Game. 'The Spirit of the Game'™ is composed of basic tenets and these principles start with having fun.

If you stick with the Spirit of the Game™ and follow The Pokémon World Seven-Step Guide, then your Nationals is sure to be fun, and to help you with your deck building, Ditto's Hot Pick this issue is the deck that has been seeing a lot of tournament play recently, Toxicroak G.

Ditto's Hot Picks

Karl Blake from the Gamers Guild Pokémon League www.gamersguild.co.uk took a Toxicroak G deck with him to Europe and went undefeated at the Benelux Cup. Karl won all his battles finishing with a 6-0 record in the Swiss rounds.

The basic aim of the deck is to get a Stadium, Galactic's HQ, in to play and then use Skuntank G to poison the opponent's Active Pokémon. Toxicroak G with one Psychic energy and an Energy Gain attached can then attack for 20 damage plus another 40 damage, because your opponent's Active Pokémon is poisoned each turn. Then poison does an extra ten damage between turns. Weavile G and Honchkrow G help the deck get set up and both have good second attacks, too.

Galactic's HQ will damage an opponent's Pokémon each time they evolve, and Honchkrow G can then be used to hunt those damage Pokémon on the bench. Couple that with a Crobat G and Team Galactic's Invention G-105 Poké Turn and you can KO an opponent's Claydol the turn after he evolves from Baltoy. Add in the icing on the cake that is Team Galactic's Invention G-103 Power Spray and you can event stop your opponent using his or her Pokémon's Poké-POWERS.

The deck is fast, furious and fun to play, it is sure to frustrate your opponent and will win you some games. Why not give Toxicroak G a go? It is the first of the *Platinum*-based decks to make an impact on the tournament scene, we are sure it will not be the last.

TOXICROAK DECK LIST

16 Pokémon
- 4 x Toxicroak G SP
- 4 x Skuntank G SP
- 2 x Weavile G SP
- 1 x Unknown G
- 1 x Crobat G SP
- 2 x Honchkrow G SP
- 2 x Uxie

34 Trainers/Supporters/Stadium
- 4 x Energy Gain
- 4 x Poke Turn
- 2 x Cynthia's Feeling
- 4 x Power Spray
- 4 x Galactic's HQ
- 2 x Lookers Investigation
- 4 x Cyrus's Conspiracy
- 4 x Roseanne's Research
- 2 x Great Ball
- 2 x Warp Point
- 2 x Night Maintenance

10 Energy Cards
- 8 x Psychic
- 2 x Basic Dark

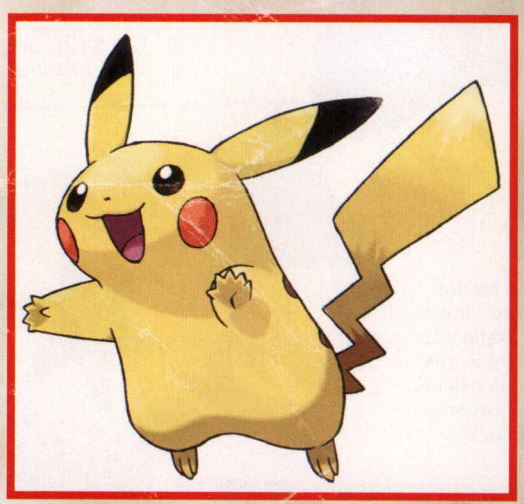
That is all we have space for this issue, more from Ditto next time; we'll have final details on UK Nationals, more rule-breaking Pokémon and a round up from the State Championships. Don't miss it, and don't miss your order of your copy of Pokémon World today.

POKÉMON WORLD MAGAZINE Presents

POKÉMON BATTLING

SINNOH POCKET MONSTER CHAMPIONSHIP

PIKACHU



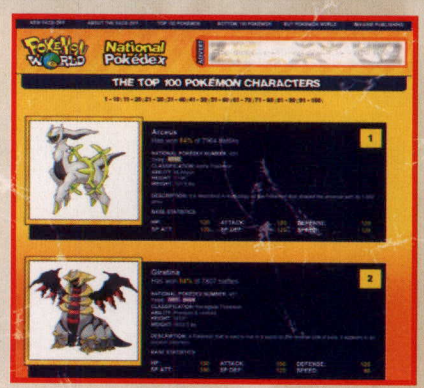
The Electric mouse

Vs

DIALGA

The Legendary Steel Dragon

YOU DECIDE WHICH POKÉMON COMES OUT ON TOP!



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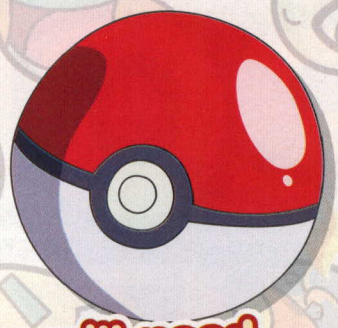
MAKE and do!



POKÉBALL PIZZAS!

Hey, Pokémon fans! Are you bored with eating the same old things for dinner? Would you like to munch away at a delicious Pokémon snack, but don't want to catch a Bulbasaur? Well, don't worry, because we're here to help! Just follow our easy guide to making Poké Ball pizzas – they're fun to make and fun to eat!

You will need...

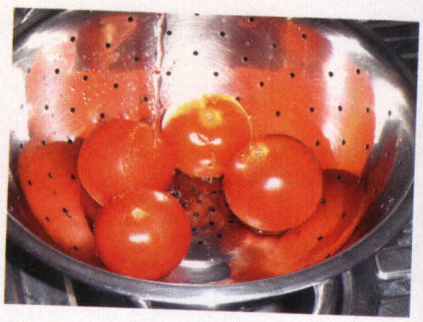
For enough to make three mini Poké Ball pizzas...

INGREDIENTS

1. CHEESE AND TOMATO PIZZA
   We used three mini pizzas.
2. MOZZARELLA BALLS
   They come in packets from the supermarket.
4. TOMATOES
   Choose nice red ones for your Poké Ball.
1. SMALL TIN OF SLICED BLACK OLIVES
   For the black band.

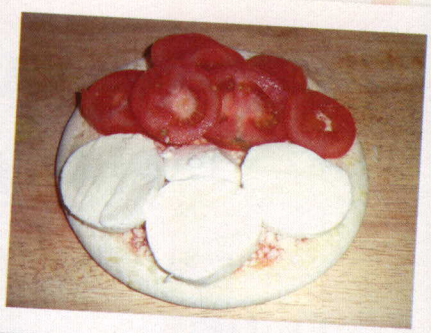
LEVEL EASY

TIME 15-20 MINUTES
10 minutes for cutting up the ingredients and decorating the pizzas, 8-10 minutes for cooking them.

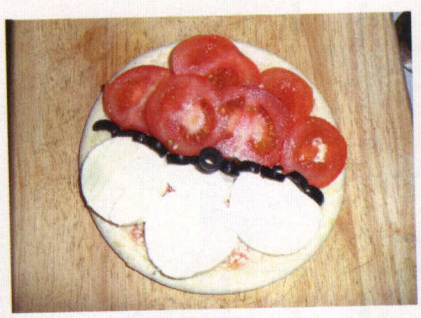


1. WASH YOUR TOMATOES IN FRESH COLD WATER. CUT THE MOZZARELLA'S PLASTIC BAG AND TIP THE WATER OUT.

2. ASK A GROWN-UP TO CUT THE TOMATOES AND THE MOZZARELLA INTO SLICES. OPEN THE TIN OF OLIVES. NEXT, ASK AN ADULT TO SWITCH THE OVEN ON TO 200°C/ GAS MARK 6.



3. THIS IS THE FUN BIT – DECORATING THE PIZZAS! PUT THE MOZZARELLA SLICES ON HALF THE PIZZA AND DO THE SAME WITH THE TOMATO SLICES.

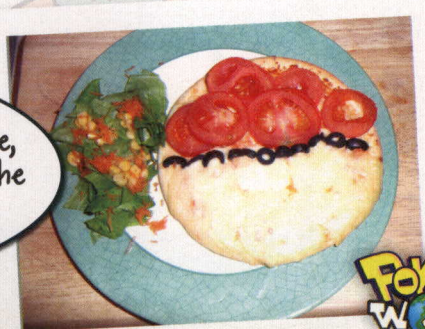


4. NEXT YOU NEED TO CAREFULLY PLACE THE OLIVE SLICES ALONG THE MIDDLE OF THE PIZZA. WE CUT SOME OF THE OLIVE SLICES IN HALF TO MAKE A LINE GOING ACROSS OUR POKÉ BALL.

5. NOW THAT THE OVEN HAS WARMED UP, ASK AN ADULT TO POP THE PIZZA ON A BAKING TRAY AND SLIDE IT INTO THE MIDDLE OF THE OVEN. LEAVE TO COOK FOR 8-10 MINUTES UNTIL THE CHEESE HAS MELTED.

6. ASK A GROWN-UP TO TAKE THE PIZZA OUT THE OVEN AND PUT IT ON A PLATE FOR YOU. THERE YOU HAVE IT – A POKÉ BALL PIZZA!

Why not try your Poké Ball pizza with some lettuce, sweetcorn and grated carrot on the side? It could be your own LeafGreen salad!



POKÉ PUZZLES

Unscramble the Pokémon Place!

Not sure if you've noticed, but *Pokémon Platinum* is coming out for Nintendo DS on 22 May! Well, hidden away in this puzzle is a new area you will be visiting in the game. Each scrambled word will unravel to give you a letter in the red box to add to the puzzle, creating the place name. Do you know your Platinum places yet?

PONKOEM

PUNLAMIT

NSHINO

TAINIGRA

REITRAN

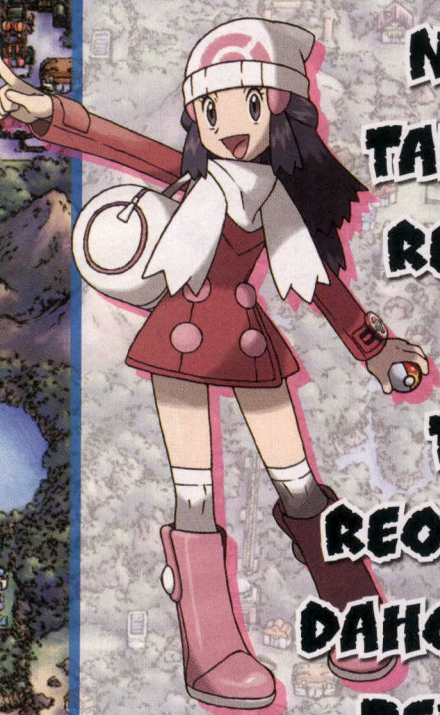
RAVLI

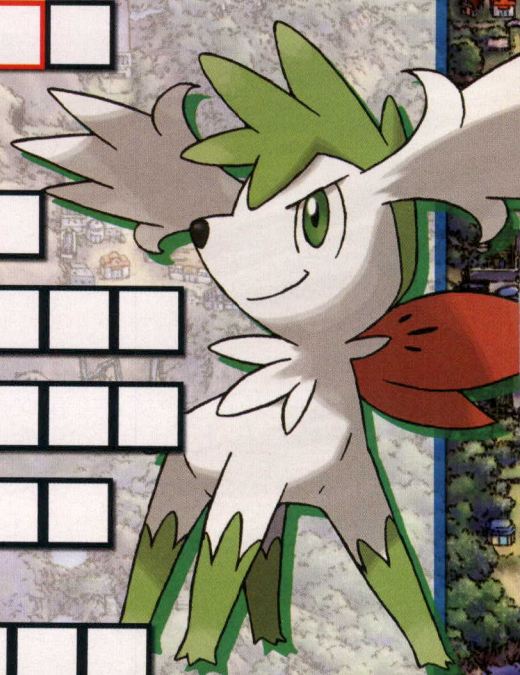
TETBAL

REOCRRED

DAHOSMEN

PEXDOEK





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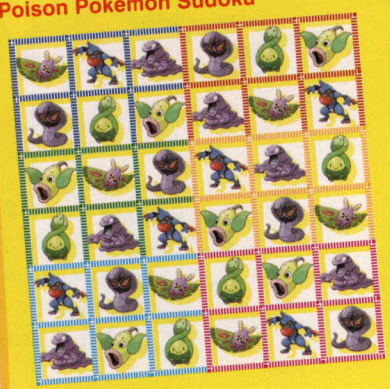
Answers to last issue's puzzles...

Giratina & The Sky Warrior Spot the Difference

Poison Pokémon Sudoku

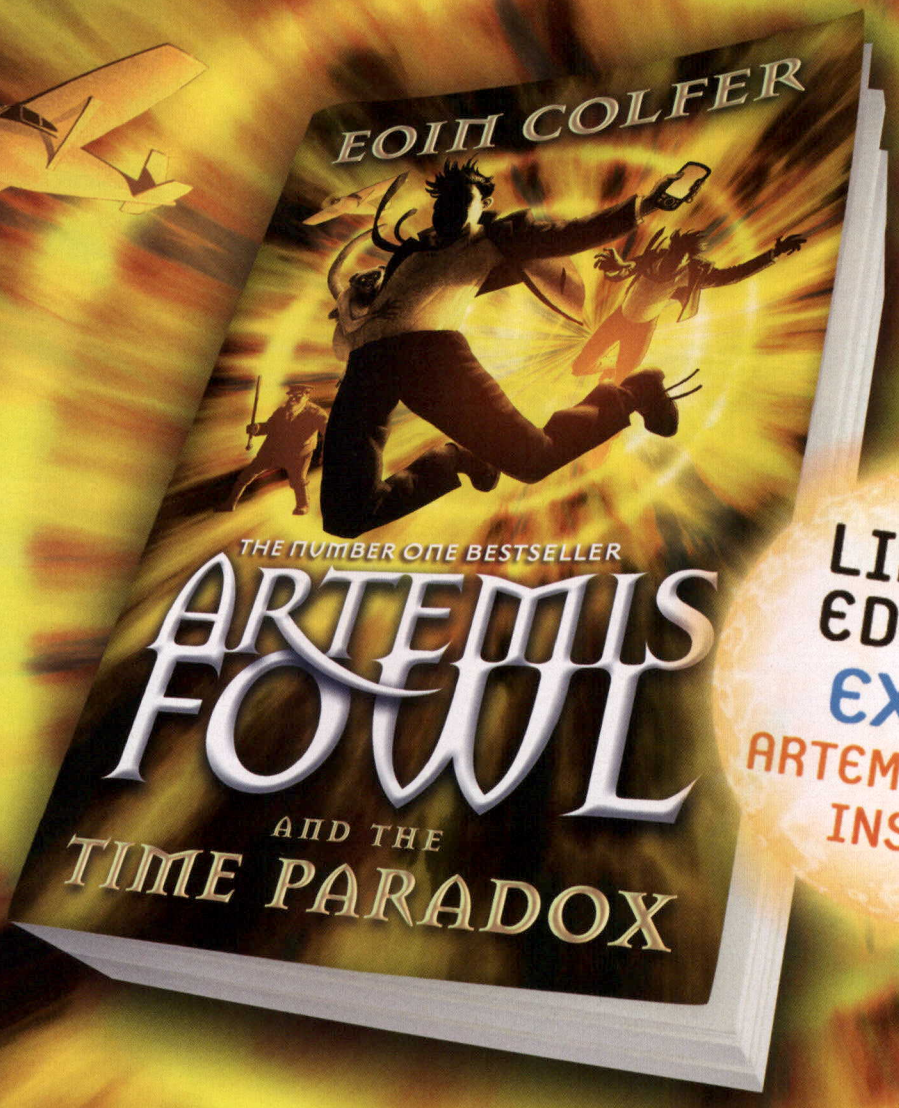


Monster Splicer

It was Munchlax and Manaphy!

HAPPY APRIL FOWL'S DAY!

THE NUMBER ONE BESTSELLER!



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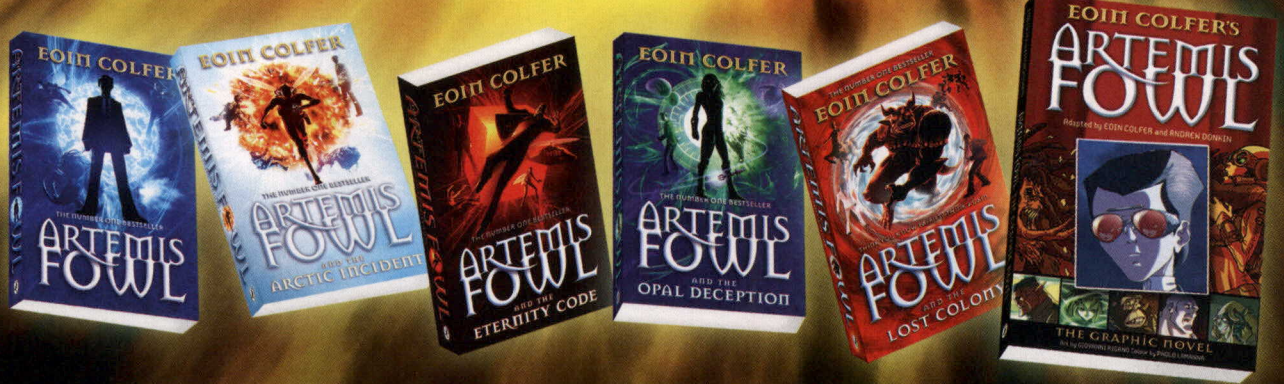

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Don't believe everything you see . . .

PAGE-FLIPPINGFUNNYWICKEDINVENTIVETHRILLINGADVENTURE

ONE WORD: COLFER

Illustrations © Kev Walker

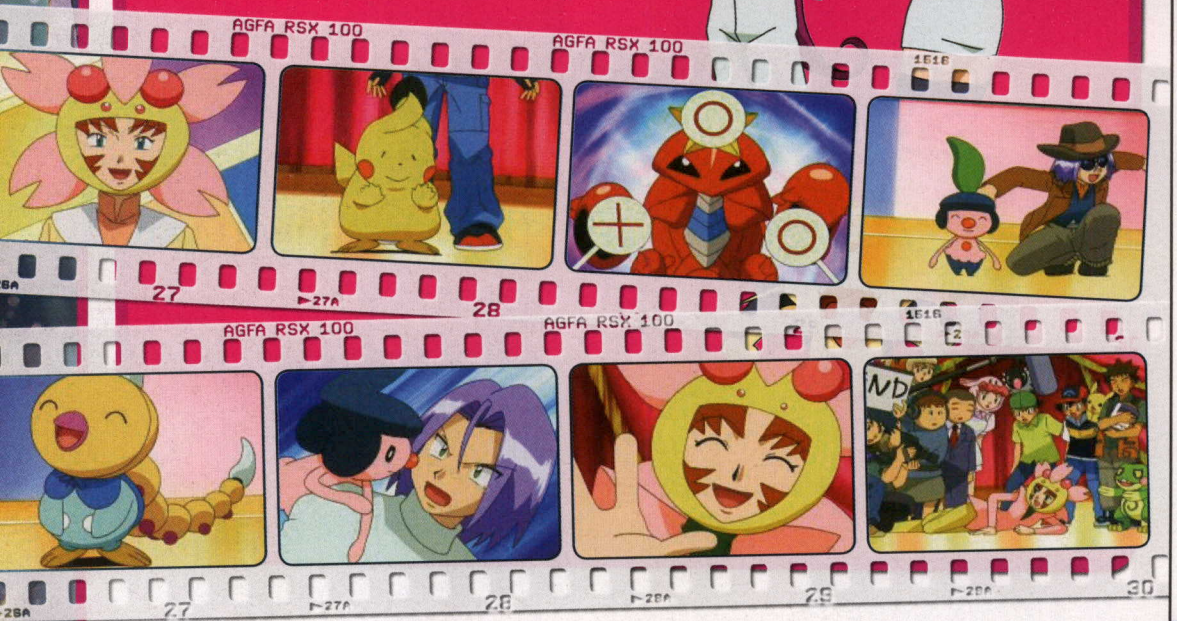
GREAT POKEMON MOMENT

16 GREAT POKEMON MOMENT

Ash dresses up Pikachu to win a Pokémon egg!

With the thought of an exciting Pokémon egg as a prize, the Pokémon gang enter a Pokémon Cosplay Convention and try their luck...

Well in to the *Diamond & Pearl* season of *Pokémon Adventures*, Ash and his Pokémon-loving gang stumble upon a TV channel recording a show called Sinnoh Now. It appears that it's a competition they're covering, with the idea that Pokémon disguise themselves as other Pokémon and are then marked by special judges. Ash, Brock and Dawn release all of their Pokémon to decide who to enter – they just have to get hold of the special Pokémon egg prize! Ash wonders whether his Turtwig or Aipom would make a good Bonsly, but then Pikachu leaps forward and starts to impersonate all kinds of Pokémon! So Ash chooses his faithful electric Pokémon as his entry. Dawn chooses Piplup and Brock enters his Croagunk. Pikachu's amazing face-bending abilities really impress the crowd and the judges, earning it a perfect score, but all is not as it seems. Team Rocket are on the prowl, disguised as a cowgirl and cowboy. They make a dash for it, stealing the Pokémon egg, and it's up to Ash to chase them! While Pikachu is distracted by the Team Rocket attack, Brock and his Croagunk go on to win – drat!



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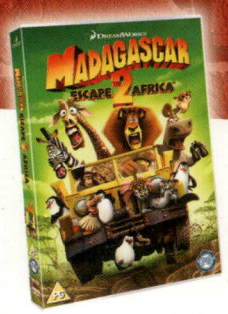

The Penguins can also be seen in Madagascar 2 on DVD 6th April!

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